

DQ1

Also for use with the DRAGONQUEST® Game

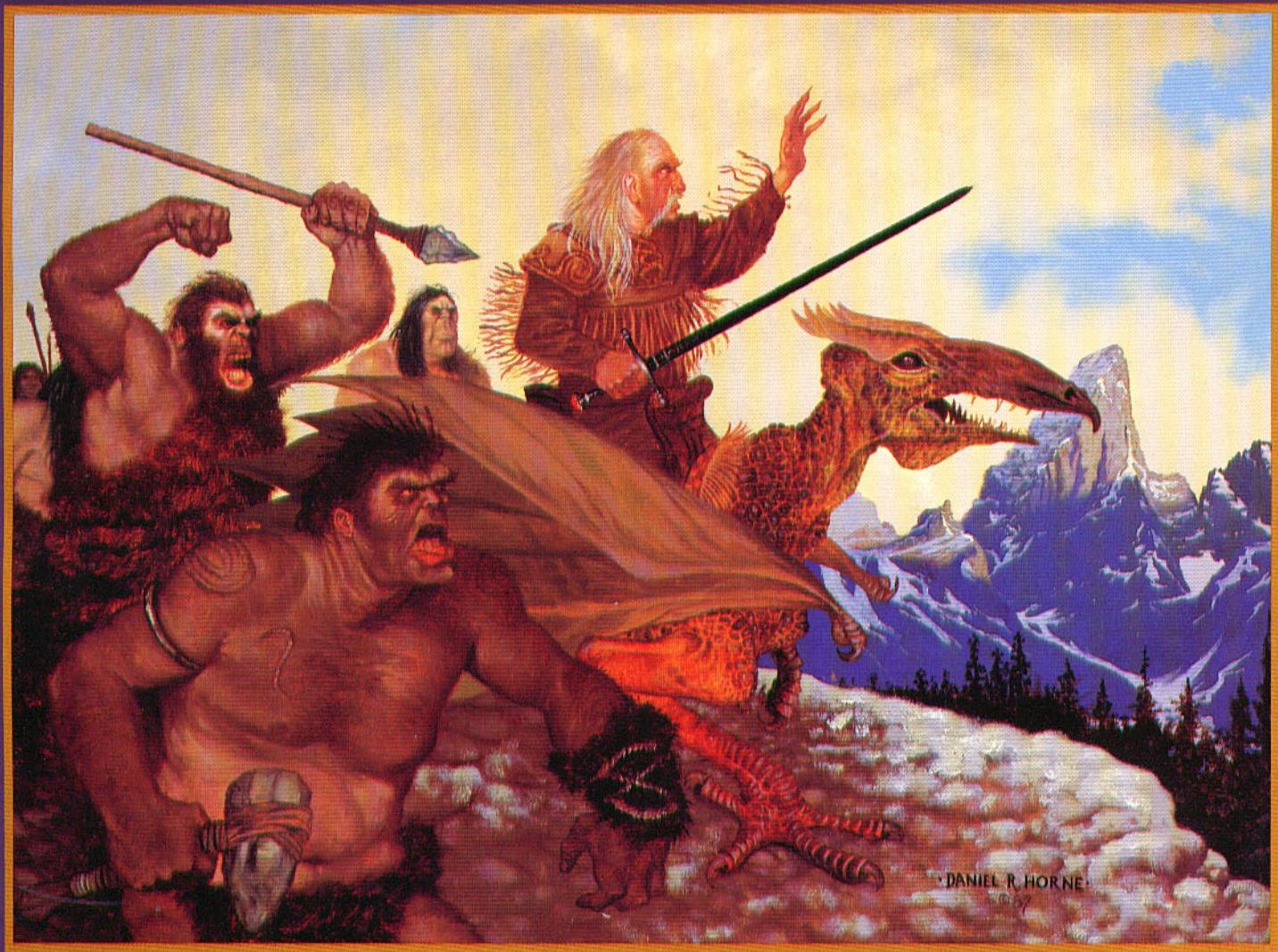
9221

Advanced Dungeons & Dragons®

Dual Game System Adventure

The Shattered Statue

by Paul Jaquays



• DANIEL R. HORNE •



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Combined Statistics Table for DRAGONQUEST™ Game System

Name	Armor	EN*	FT	Weapon(s)	Rank	BC%	Dmg	MV/TMR	PAGE **	COLL./SKILL
Awtawmatawn	NA 7	100	150	fist	—	40%	2D + 10	200/4	New	Celest.(10)
Basilisk	NA 6	13	18	bite	—	40%	+ 3	125/3	28/113	—
				breath	—	60%	+ 10			
Djinn	NA 6	25	38	scimitar	6	76%	2D + 6 700/10(f)	350/7	41/126	—
Dragon, red	NA 12	85	125	bite	—	70%	+ 10	250/5	48/133	Mind(17)
				claw(x 2)	—	50%	+ 4	750/15(f)		
				tail	—	60%	+ 2			
Dragonwight	NA 10	70	100	bite	—	50%	+ 12(w) + 10(w)	250/5	New	Celest.(11)
				claw(x 2)	—	40%	+ 6(w)			
Elemental, air	—	7	10	fist(x 2)	—	65%	+ 7	800/16(f)	42/127	—
Gargoyle	NA 8	10	20	horn	—	35%	+ 1	200/4	24/109	—
				claw(x 2)	—	50%	- 3	400/8(f)		
				bite	—	45%	+ 2			
Hydravine, giant	NA							0/0	New	—
Imp (Anabis)	NA 3	14	22	horn	6	38%	- 1	350/7	2.38/65	Necroman.(5)
				tail	—	(p)	500/10(f)			
Leech	NA 2	9	15	bite	—	50%	D10-7	100/2(s)	New	—
Men										
Amelior	7(m)	13	19	—	—	—	—	250/5	NPC	Naming Incant.
Common man	1	11	19	club	2	51%	+ 2	250/5	NPC	—
Erek	3	15	17	s. sword(m)	3	63%	+ 5	200/4	NPC	—
Lychor	5(m)	17	21	mace(m)	10	105%	+ 3	250/5	NPC	Black Magics
				dagger(m)	12	98%	+ 2(p)			
Neanderthal	NA 1+1	15	20	club	—	45%	+ 2	300/6	18/103	Beast.(2) Rang.(4)
				bite	—	30%	- 3			
Rune Adept	3	12	19	Lance(m)	6	63%	+ 6(p)	200/4	NPC	Rune Magic
				dagger(m)	3	49%	D(p)			
Valmous	6	25	23	sword(m)	10	110%	+ 7	300/6	NPC	Shaping
Ogre	10	23	30	giant club	4	66%	+ 8	450/9	33/118	—
				bite	—	65%	+ 4			
Ox	NA 3	25	32	horns	—	20%	+ 3	250/5	21/106	—
				trample(x 4)	—	40%	+ 5			
Scorpion, giant [†]	NA 4	17	24	claw(x 2)	—	40%	+ 3	300/6	32/117	—
				sting	—	65%	D(p)			
Shark, swamp ⁺⁺	NA 7	25	40	bite	—	40%	+ 8	100/2	27/112 350/7(s)	—
Skeleton (human)	7	8	5	sword	1	58%	+ 4	150/3	43/128	—
Snake, giant mamba	NA 3	16	20	bite	—	50%	+ 4(p)	200/4	31/116	—
Wight	3	12	18	touch	—	55%	+ 2(w)	250/5	45/130	Celest.(12)
Wolf	NA 3	18	32	bite	—	60%	+ 1	250/5	23/108	—
Wyvern	NA 8	35	40	bite	—	40%	+ 4	75/1	30/115	—
				tail	—	45%	(p)			
Zombie (z)	—	20	23	hands	—	17%	- 3	150/3	44/129	—
Zombie, ogre ⁺⁺⁺	10	23	30	giant club	4	66%	+ 8	450/9	33/118	—
				bite	—	65%	+ 4			

* Only Endurance and Fatigue characteristics are given here. Refer to monster description in DQ rules for additional monster's characteristics.

** The first number indicates the book and page for the monster in the first edition DQ rules. The second number is the page on which it is found in the revised second edition DQ rules. NPC means that detailed information specific to the non-player character will be found within this module.

[†] This is a giant version of a natural animal. In addition to EN and FT values shown, multiply its normal PS by 1D10 + 12.

⁺⁺ This is a variation on the normal monster—see normal shark stats and Chapter Three for details.

⁺⁺⁺ This is an undead version on the normal ogre—see normal ogre stats and NPC section for details.

(f) flying speed

(m) A magical weapon or armor—see NPC description

(p) Plus poison damage—see monster or NPC description

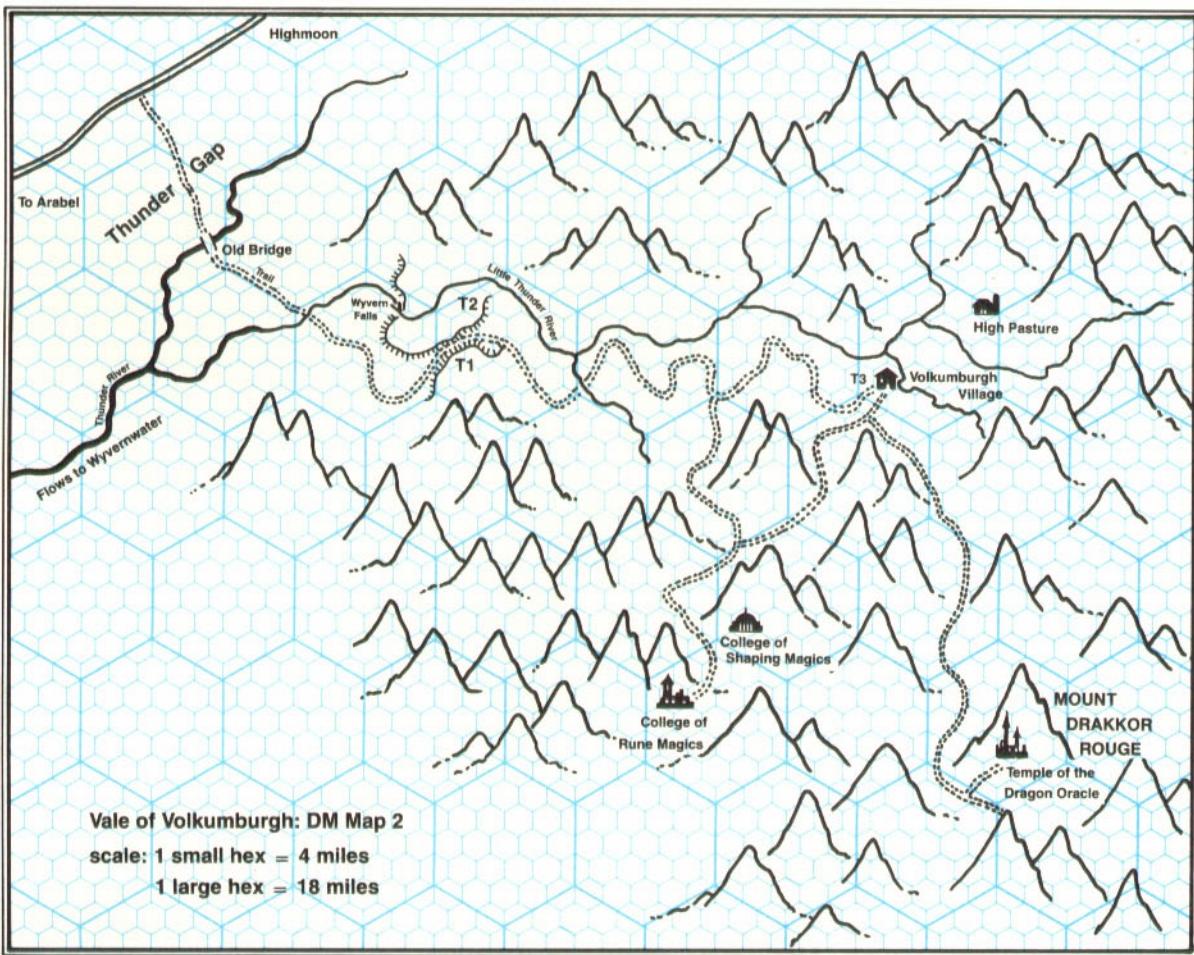
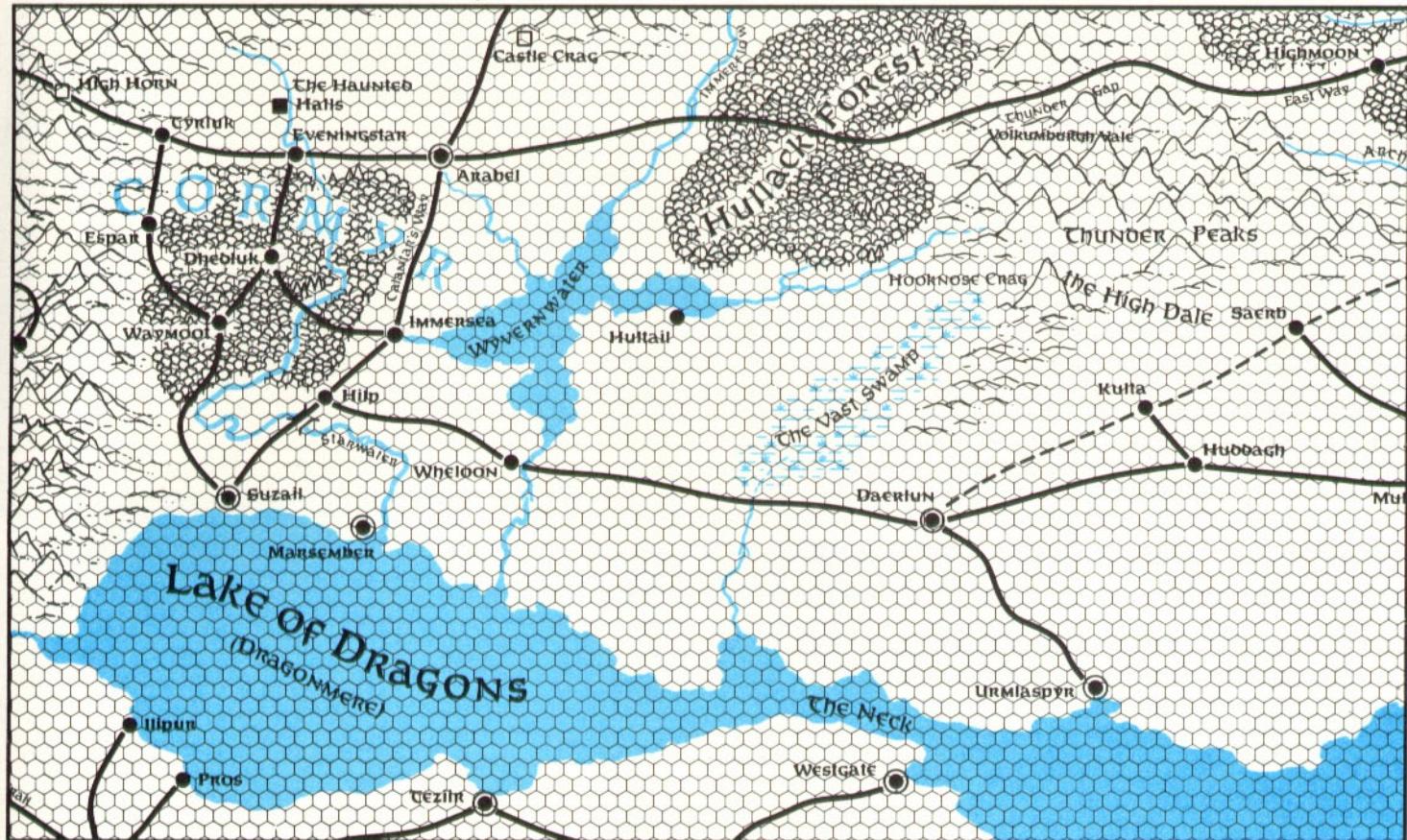
(s) swimming speed

(w) This damage is never absorbed by armor.

(z) Assume that whenever encountered, these zombies have recently been exhumed.

FORGOTTEN REALMS™: DM Map 1

scale: 1 hex = 18 miles



Vale of Volkumburgh: DM Map 2

scale: 1 small hex = 4 miles

1 large hex = 18 miles

AD&D® Game System Combined Monsters Statistics Table

Name	AC	HD	hp	#AT	Dmg	MV	AL	THAC0	Book	SA	SD
Awtawmatawn	5	40	180	2/3	5d8	15"	LE	7	New	Yes	Yes
Basilisk	4	6+1	32	1	1d10	6"	N	13	MM1/8	Yes	No
Djinni	4	7+3	40	1	2d8	9"/24"	CG	13	MM1/28	Yes	No
Dragon, Red (adult)	-1	10	60	6*	d8(×4)/3d10(×2)	9"/24"	CE	10	MM1/33	Yes	Yes
Dragonwright	3	42	5	3	1d4(×2)/3d6	12"	LE	13	New	Yes	No
Elemental, Air	2	8	45	1	2d10	36"	N	12	MM1/37	Yes	Yes
Gargoyle	5	4	26	4	1d3(×2)/1d6/1d4	9"/15"	CE	15	MM1/42	No	Yes
Hydravine, giant	7	Var.	Var.	Var.	1d6(×#attacks)	0"	N	13	New		
Imp (Anabis)	2	2+2	12	1	1d4	6"/18"	LE	16	MM1/54	Yes	Yes
Leech, giant	9	Var.	Var.	1	1d4	3"	N	Var.	MM1/60	Yes	No
Men											
Amelior Amanitas	3	M17	33	1	1d4	12"	CG	13	—	Yes	Yes
Cavemen (Neanderthal)	8	2	10	1	2d4+1 or 2d6 (rock)	12"	N	16	MM1/67	No	No
Common Man	10	0	1d6	1	1d4	12"	Var.	21	MM1/66	No	No
Erek	7	F3	18	1	1d6+2	9"	NE	18	—	No	No
Lychor	-1	M18	52	1	1d8+3	12"	LE	13	—	Yes	Yes
Rune Adept	7	M6	13	1	by weapon (+ poison)	12"	LN	19	—	Yes	No
Valmous	-3	M16	102	3/2	1d8+5	12"	NG	12	—	Yes	Yes
Oxen	7	3	20	—	—	12"	N	16	New	No	No
Ogre	5	4+1	22	1	1d10	9"	CE	15	MM1/75	No	No
Shark, swamp	6	8	36	1	3d4	3"/124"	N	12	MM1/87	No	No
Scorpion, giant	3	5+5	25	3	1d10(×2)/1d4(+ poison)	15"	N	15	MM1/84	Yes	No
Skeleton	5	1	7	Var.	1d8×#attacks	12"	N	18	MM1/87	No	Yes
Snake, giant poisonous	5	4+2	21	1	1d3(+ poison)	15"	N	15	MM1/88	Yes	No
Wight	5	4+3	23	1	1d4+special	12"	LE	15	MM1/100	Yes	Yes
Wolf	7	2+2	13	1	1d4+1	18"	N	16	MM1/101	No	No
Wyvern	3	7+7	41	2	2d8/1d6(+ poison)	6"/24"	NE	13	MM1/102	Yes	No
Zombie	8	2	10	1	1d8	6"	N	16	MM1/103	No	Yes
Zombie, monster (ogre)	6	6	34	1	4d4	9"	N	13	MM2/131	No	Yes

Random Monster Tables

Volkumburgh Vale	Rune College	Shapers' College	Dragon's Crater	Monsters	# App.
01-40	01-30	01-45	01-35 36-40 (L) 41-45 (W)	Nothing Basilisk Giant Leech Giant Scorpion Gargoyle Giant Pois. Snake	— (1) (1d6+2) (1d3) (1d4) (1)
41-50 (F)	31-40	46-50	46-52 (L) 53-60 (F) 61-65 (L) 66-70 (W) 71-73 (F)	Shark, swamp The Dragon Wights Wolves Peasants Jeopardy!	(1d4) (1) (1d4) (4d4) (1d4+1) (1)
51-55 (F) 56-60 61-70 71-80 (F) 81-90 (F)	41-50	51-60	74-80 (F) 81-90 (A,F)	Lychor Valmous Rune Adepts Zombies Ice Storm Heavy Snow Blizzard	(1) (1) (1d3) (2d4) (1) (1) (1)
51-55 (F) 56-65 (A,F0) 66-80 (F) 81-90	91-92 (F) 93-97 (F) 98-00 (F)	61-65 (F) 66-76 (A,F) 76-80 (F) 81-90	91-92 (F) 93-97 (F) 98-00 (F)		
91-92 (F) 93-97 (F) 98-00 (F)	91-92 (F) 93-97 (F) 98-00 (F)	91-92 (F) 93-97 (F) 98-00 (F)	91-92 (F) 93-97 (F) 98-00 (F)		

(A) Encounter can only occur after Valmous has awakened.

(F) Encounter can occur if characters are flying. The encountered being may be on the ground, but will attempt to attack or attract the attention of flying characters.

(L) Encounter can only occur while characters are on land.

(W) Encounter can only occur while characters are in water.

(91.4) Shaping Accidents Table

d100 Roll	Effect
01-20	Imperfection has no positive or negative effects.
21-30	Imperfection does not damage the functioning of the item, but does mar it in a way that reduces its beauty (and thus its sale value).
31-35	Item is rendered useless.
36-40	Helpers other than assisting Adept (if any) injured during construction. Roll 1d20 for damage which is applied directly to Endurance. GM should determine if the Adept's helpers (whether injured or not) wish to continue with the ritual and, if so, under what terms (usually better pay) they will do so.
41-47	Shaper is injured during construction. Roll 1d20 for damage, applied as above.
48-50	Assisting Adept (if any) is injured and takes 1d10 points of damage as above. GM should determine if the injured Adept wishes to continue the ritual.
51-55	GM rolls 1d100. Item will function at that percentage of its intended original efficiency. For example, if an item was intended to do damage and the GM rolls a 50, the item will do half the damage it would have done had the accident not occurred. If this result occurs more than once during the construction of a particular item, the item is completely useless.
56-60	Item works as intended except that each time the item is used, the user must expend 1d10 Fatigue Points. The exact number to be expended is determined anew with each use.
61-85	Item will do something different from what was intended. What the item does is up to the GM's discretion (although it should be related to the item's initial purpose). In any event, there is a 70% chance the item will be less useful than intended, and a 30% chance that it will be more useful.
86-91	Increase the efficiency of the item by 1d5 (1d10/2) times. Any one aspect of what the item was intended to do may be increased, or the overall effectiveness may be increased, at the GM's discretion.
92-93	The name of an entity from another plane was accidentally uttered during the rites of construction, and the being comes to the Shaper's workshop to wreak vengeance. There is a 70% chance that the entity will be a demon, devil, or imp, and a 30% chance that it will be something else of the GM's deciding.
94-95	Item does the reverse of what it was intended to do. The GM will have to decide whether this means the item will affect a different party than intended, or whether the reversal has a different effect.
96-100	Item has been taken over by an entity from another plane (demon, devil, imp, hellhound, spectre, etc.). The item may force any wielder to attack his friends, or demand blood sacrifices, etc., at the GM's option. If the item was not intended to contain a spirit in the first place, the spirit has a 10% chance of breaking loose (leaving the item otherwise undamaged) each time the item is used.

Note: Each time the GM rolls on the Shaping Accident Table, there is a $20 + (4 \times \text{Rank})\%$ chance the Shaper will notice something has gone wrong with the ritual. If an imperfection is noted, the Shaper has a chance equal to $(5 \times \text{Rank})\%$ of determining the exact nature of each individual imperfection (e.g. "The item has been taken over by a demon"). If the result of this die roll is 30 or more higher than the Shaper's chance of detecting an imperfection, the Shaper will *think* he has detected an imperfection (of the GM's choice) which, in actual fact, is not there. If an imperfection is noted and the Shaper decides to start again from scratch, there is a 40% chance the original materials can be re-used.

(90.4) Runestick Table

Material	Weight (ounces)	Value	Cost	Time (minutes)
Ashwood	1.0	5	1	15
Aspenwood	1.0	3	2	10
Cedarwood	1.0	6	2	10
Chestnut	1.0	3	1	10
Elder Wood	1.0	7	2	10
Elmwood	1.0	6	2	10
Gilded Metal	2.0	150	80	240
Mistletoe	0.5	3	1	10
Oak	2.0	10	2	20
Pinewood	0.5	2	1	5
Rowan	1.0	8	4	15
Silvered Metal	2.0	20	10	240
Walnut	1.0	4	1	15
Willow Wood	0.5	2	1	15
Yarrow	1.0	2	1	10
Yew	1.0	3	2	10

Material: The type of material used to make the Runestick. **Weight:** The weight in ounces of one Runestick made of this material. **Value:** The value in silver pennies of one Runestick made of this material. **Cost:** The cost of the materials (in silver pennies) necessary to make one Runestick of this material, not including cost of tools. **Time:** The amount of time in minutes necessary to manufacture one Runestick of this type. Some spells and rituals require the use of Runesticks made of specific materials only. In other cases, any Runestick on this table will do, but the modifiers in Table 90.2 apply.

(90.3) Runewand Table

Dice	Runewand	Weight (pounds)	Value (SP's)	Cost (SP's)	Time (weeks)
01-15	Oak Staff	5	500	55	2
16-30	Blackthorne Staff	4	600	60	2
31-45	Ash Staff	5	800	60	3
46-55	Willow Rod	1	400	55	1
56-65	Cedar Rod	1	700	75	2
66-73	Ivory Rod	1	900	80	2
74-81	Ebony Rod	1	1,200	90	3
82-89	Copper Rod	1	1,500	55	3
90-97	Bronze Sceptre	7	1,000	90	3
98*	Silver Sceptre	6	1,800	200	4
99*	Gilded Sceptre	6	2,400	500	4
00*	Truesilver Sceptre	6	3,000	900	4

Runewand: type of Runewand. **Weight:** The average weight in pounds of a Runewand made of this material. **Value:** The value in silver pennies of the Runewand in the open market as a magical item or *objet d'art*. If sold as merely a piece of wood or lump of metal, use one-third the value given in the **Cost** column of this table. **Cost:** The cost in Silver Pennies of the materials (including incense, oils, etc.) used in the preparation of the Runewand if it is manufactured by the Adept and not purchased. **Time:** The amount of time in weeks required to create a Runewand of this type, given the necessary materials and tools.

* This type of Runewand must be paid for by the Adept out of the proceeds of his first six months of adventuring or the money lenders from whom he gained the wherewithal to have the item made will send one or more assassins to collect.

Advanced Dungeons & Dragons®

An Adventure for 5-6 Characters, Levels 5-9 (AD&D® rules)



THE SHATTERED STATUE

Paul Jaquays

Contains portions of ARCANE WISDOM, a DRAGONQUEST® rules supplement

CREDITS

Arcane Wisdom: —David J. Ritchie &
Gerry Klug

Editor: Steve Perrin

Cover Art: Daniel Horne

Illustrations: Paul Jaquays

Cartography: Dave Sutherland, Dennis
Kauth, Steve Sullivan, & Diesel

Dedication:

To Michael Dobson, who wanted it done right
and to David Lakatos, Joe Damiani, Joe Gesualdi,
Jason Deluca, Gary Curkan, and Jeff,
the test group who made sure that it would
be.

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TSR Inc.
POB 756
Lake Geneva, WI
53147

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom



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Players' Adventure Background

God's foot disappears! Priests baffled! bellowed the bellman at the corner. By the morning, town criers and storytellers were ababble with the sensational news of the mysterious disappearance of a 5-foot-long stone foot. Local tradition declared it to be the only earthly remnant of the last physical manifestation on the Prime Material Plane of Grumbar (an earth god, boss of the earth elementals).

That same day, a letter is delivered to you, along with a sealed brass bottle. The letter reads:

A mutual friend has praised your skills highly. If you seek rich reward and the opportunity to delve into mysteries ancient and lost, bring this bottle forthwith to my demesne in the village of Volkumburgh. Together, we may seek to bring mankind the lost wonder of the awtawmatawn.

Amelior Amanitas (his mark)

Wonderful—somebody you probably wouldn't remember has given your name to someone you don't know, who now wants you to help him find something you never heard of. Since you can't open the bottle (no matter what you try), you are tempted to toss the bottle on the trash heap out back—end of story.

DM's Background of The Shattered Statue

The specific aspects of magic are taught by specialized colleges. Two of these Colleges no longer exist. They were destroyed by the Statue of Awtawmatawn, a magical creation of Valmous the Shaper, an Adept of the College of Shaping Magics.

Valmous was completing the first of his awtawmatawns, gargantuan yet gentle stone golems, who, in the space of a few years, could advance the king's ambitious building projects by generations. During the final stage of the statue's creation, the spell backfired and a minor devil appeared, taking over the statue. Unpre-

pared, the Shapers could not defend themselves adequately and most were slain. The gravely injured Valmous was driven away.

Sensing one more magical college nearby, the awtawmatawn thundered over the mountains into the College of Rune Magics. The Rune Adepts were waiting, allied with Valmous. Valmous suspected the statue's weakness and guided his brothers in magic to destroy it.

Even so, few survived the fierce battle and yet another College of Magic lay in ruins, its practitioners dead or scattered.

With the aid of several young Rune Magic Adepts, Valmous hid the awtawmatawn's fragments. He could still detect the aura of the devil amongst the pieces. Were the statue to be reassembled, it would live again. Using their own magics and the Shaper's devices, the Rune Adepts placed the dying Valmous into a healing stasis trance, to awaken when the need arose. All then faded into history.

Countless decades later, an excited Alchemist held his breath as his magical potions welded the fragments of a colossal stone arm and its magical aura grew. The legends he had discovered were true. The ancients had indeed created a stone golem of mythic proportions, and he, Amelior Amanitas, would be the one to bring this wonder of the ages back into being, to serve mankind as the legends described. He began excitedly scribbling notes again. He would need some brave heroic types to recover the lost fragments from the places the superstitious locals had hidden them in. If the rest of the pieces were even half as large as those he now had, he would need wagons ... big wagons.

DRAGONQUEST® & AD&D® Game Rules

The Shattered Statue is a combined DRAGONQUEST™ game (DQ rules hereafter) and ADVANCED DUNGEONS & DRAGONS® (AD&D®) game adventure, set within the FORGOTTEN REALMS™ campaign setting and playable with both rule systems. Although the FORGOTTEN REALMS™ Cyclopedia and Sourcebook are not necessary to play this

adventure, the DM may wish to study the history and geography of the country of Cormyr and its neighbors before running *The Shattered Statue*.

DRAGONQUEST® rules players should take note that the acronym "DM" meaning "Dungeon Master" is used in place of "GM" which is used in DRAGONQUEST® rules to denote "Game Master." In non-game specific descriptions, a magic-using character (Magic-User or Adept) is referred to by the DRAGONQUEST® rules term of "Adept."

All dice-rolling in the DQ rules is based on a 10-sided die, but for this adventure, DMs should have four, six, eight, 10 and 12-sided dice available during play. Finally, the AD&D® game term "round" is used in place of the DQ rules term "pulse" to mean exchange of combat attacks.

Where possible, similar monsters, treasures, and tests of skill have been chosen. Still, the two game systems are different and often require separate explanations or rule clarifications. For clarity, the specific rules for both the AD&D® and DQ games are set apart from the rest of the adventure.

DQ specific rules look like this: DQ rules: Make an Agility roll at a difficulty factor of 4 or fall into the pit.

AD&D® game rules look like this: AD&D® game: Make a Dexterity Ability Check or fall into the pit.

Preparing the Adventure

As with any other adventure, read the booklet thoroughly before attempting to play. Whether you're playing with the DQ rules or the AD&D® game, read the descriptions of the Magic Colleges in the ARCANE WISDOM rule supplement in this module.

All boxed text is to be read to the players at the moment of the corresponding encounter. Any other information concerns the DM only.

Set up the module cover as a DM screen. Pull out pages 21-28 containing DM maps and tables, player aids, and



prerolled characters. Four to eight characters should participate in the adventure.

DQ rules: The characters should possess a broad range of the available skills, including weapon use, magic use, healing, alchemy, and thieving. At least one character should be an Adept of the College of Celestial Magics. The characters should be Rank 4 or better in their specialty and Rank 2 or better in at least one other skill and Rank 5-6 in a primary weapon.

AD&D® game: The players' party should total an average of 35 levels of experience, up to a maximum of 48. Each player character (PC) who begins should gain at least one, possibly two, levels of experience if he or she survives the entire adventure. A variety of classes are needed during the quest—thieves, clerics, and magic-users in particular.

DQ rules: When the DM must check for "surprise" during an encounter, the DM should make the roll based on the party leader's Perception ability $\times 3$.

Beginning the Adventure

The events of *The Shattered Statue* take place in the Forgotten Realms country of Cormyr. Ideally, the party begins the adventure in Suzail, capital of Cormyr.

The bottle received by the party is highly magical; once sealed, it cannot be opened, damaged, or destroyed (or even lose its polish).

If the bottle is thrown away, it and an identical note reappear the next day at the PCs' doorstep.

Research provides the following information:

Found in a library or royal archives: Volkumburgh turns out to be a tiny village, formerly a noble's villa, nestled in the foothills of the Thunder Peaks south of Thunder Gap, but it appears only on maps at least 200 years old!

Found in conversation with a powerful Adept: Amelior Amanitas was or is an alchemist and an Adept of some note. He is known to the Adept questioned, although by his unusual reputation only.

Found only by a hired sage: A single entry in an obscure government document dated three centuries ago (from the reign of the Elder Kings) refers to the awtawmatawn:

... the Adept Valmous promised that the awtawmatawn, as gigantic as the legendary Statues that Walk of fabled Mulhorand, would be able to dredge lakes, build bridges and carry greater loads faster than two hundreds of the king's laborers. Upon hearing this, King Proster did assign the College of Shaping Magics at Volkumburgh the task of building for him an awtawmatawn ...

The DM may also wish to provide the party with a map of the country sketched from DM Map 1 of the Forgotten Realms.

Accepting the mission described in the note takes the adventurers to Volkumburgh in the high valley south of Thunder Gap in the southern Thunder Peaks range (see DM Map 1).

When the PCs decide to accept the mission, a second brass bottle is delivered the following morning, labeled "open me now." When opened, a sack of coins appears in a poof of mist (DQ rules: 50 gold shillings; AD&D® game: 1,200 g.p.) accompanied by a map with a note (Players' Map 1). Give Players' Map 1 to the party at this time.

The note says:

It took you long enough to make up your minds. One can only hope you will be more prompt in future matters. Meet me in Volkumburgh before the Feast of the Moon.

Amelior Amanitas

Whether the party has encounters before reaching the trail leading up the mountain to Volkumburgh is left to the DM's discretion. It should take the party about a month to find the village. The events in Volkumburgh begin late in the month of Uktar before the Feast of the Moon (corresponding to November or late fall).

When the party has reached the foot of the trail up to Volkumburgh, go to Chapter One.

Wandering Monsters & Statistics

Combined Statistics Tables for monsters and NPCs in the adventure are to be found on the inside cover and on page 25 of the pull-out section.

DRAGONQUEST® rules DMs may be unfamiliar with this arrangement, which provides vital gameplay statistics for each monster. *Armor* is either natural armor (N.A.) or is commonly worn armor. *EN* and *FT* are Endurance and Fatigue. Most monsters use the average statistics found in the DQ rules. *Weapon(s)* are the monster's most commonly used weapons and have a Rank and Dmg (Damage) modifier for each. *BC%* is the Base Chance the monster has to score a hit with the selected weapon (includes Rank and Manual Dexterity). *MV/TMR* is the monster's movement speed and Tactical Movement Rate for combat. *PAGE* is the page that the monster can be found on in both the 1st and 2d edition DRAGONQUEST® rules. Finally, *College* refers to any Magical Colleges of which the monster may be a practitioner.

Random encounters appear in the Random Encounters Table on the inside cover. Each column on the Random Encounters Table corresponds to a specific area or time during the adventure. Each chapter of the adventure indicates which column to use in this table and the frequency of encounter checks. The table indicates whether or not an encounter will occur and the nature of the encounter with a single die roll. The number of creatures encountered is listed in parentheses next to each entry.



Non-Player Characters

The events of *The Shattered Statue* hinge closely upon the actions of three NPCs of greater power than the PCs: *Amelior Amanitas*, the Alchemist who is to be the PCs' patron; *Valmous the Shaper*, who seeks to prevent his magic from being re-created; and *Lychor*, the Agent of Darkness, who has instigated the resurrection of the evil golem.

Lychor's actions are most important, since he causes things to happen when the players don't or won't.

Due to space limitations, we cannot list all the AD&D® rules magical spells available to the NPCs—just the spells they must have. The DM must add any other spells he feels appropriate to the characters.

Amelior Amanitas

DQ rules: Amelior Amanitas is Moon-aspected.

PS: 13 MD: 19 AG: 14 MA: 20 EN: 13
FT: 19 WP: 11 PC: 14 PB: 10

Skills/Rank: Alchemist/3, Healer/4, Astrologer/3, three modern languages at 7+, four ancient languages at 6+. Amelior knows the Generic True Name of all the chemicals he uses in his experiments at Rank 10. He knows the Generic True Name of the major sentient races at Rank 6.

Naming College Spells (spell code/Rank): T-1/11, Q-1/0, S-1/7, S-2/12, R-1/4. All Naming counterspells. General knowledge counterspells for the following colleges: Ensorcelments and enchantments/2; Sorceries of the Mind / 3; Illusions/2; Celestial Magics/3; Necromantic Conjurations/1; Black Magics/5. Special knowledge counterspells in which he has Rank include: Ensorcelments and enchantments/3; Fire Magics/4; Water Magics/2; Necromantic Conjurations/3; Black Magics/4.

Ensorcelment and Enchantment Spells (spell code/Rank): G-1/2; G-2/7; G-3/0; G-4/3; G-5/9; G-6/0; G-8/6; Q-1/8; Q-2/3; S-1/; S-2/5; S-3/9; S-4/6; S-5/0; S-6/5; S-7/5; S-8/5; S-9/2; S-10/5; S-11/0; S-12/1.

Equipment: gold flask, copper flask, robe of deep pockets (has 10 small pockets able to hold and disguise up to 10 pounds each), 75% chance of having a

potion of any given personal effect spell from the 12 original magic colleges (not on person).

AD&D® game: Level 17 Magic-User AC 0; Move 9"; M-U 17; hp 33; #AT 1; Dmg 1d3; THAC0 13 ST 13 IN 17 WS 12 DX 9 CN 14 CH 16 CM 12; AL CG. Amelior possesses *bracers of defense* AC 3, a golden flask, a copper flask, a *robe of deep pockets* (permanent—10 pockets), and has a 75% chance of having any listed potion (but not on person).

Spell Book

Level 1: *alarm, comprehend languages, detect magic, identify, read magic,*

Level 2: *know alignment, preserve, detect illusion, dispel magic, item, fly, lightning bolt, tongues*

Level 4: *charm monster, dispel illusion, extension I, Rary's mnemonic enhancer, remove curse*

Level 5: *passwall, telekinesis*

Level 6: *disintegrate, enchant an item, extension III, guards and wards, legend lore*

Level 7: *power word stun, truename*

Level 8: *permanency*

Notes: Amelior Amanitas is a master Alchemist, noted more for his peculiarities than his prowess. Roleplay him as a bumbling, good-natured eccentric.

He is also a rarity, an Adept who has studied two Colleges of Magic, Naming Incantations and Ensorcelments and Enchantments. Although good-hearted, Amelior does not serve the Powers of Light (Good). Amelior is a tall, chunky man with short, brown but graying, curly hair and beard, one eye and spectacles. He wears the rumpled garb of a common craftsman rather than the extravagant robes of a powerful Adept.

Amelior surrounds himself with extraordinary clutter, keeps a dozen brightly colored (red, green, fuschia ...) cats, and is outrageously absent-minded.

He does not flaunt his skills and often appears to be a bumbler.

Amelior is straightforward in his dealings. He attempts to cheat no one, even though he may forget that he has hired

someone. He rarely uses magic against a sentient being, and then only in self defense. He carries no weapons, but instead has a pair of magical flasks—one gold and the other copper. Each flask may be used once. When the gold flask is opened, a djinn named Hasan appears to do Amelior's bidding. When the copper flask is opened, it unleashes two ogres who are fanatically devoted to the Alchemist. They fight like berserkers until killed. Upon death, they become ogre zombies (DQ rules: they retain ogre characteristics; AD&D® game: monster zombies) and fight until destroyed. In a pinch, Amelior is fast with his flasks.

AD&D® game: Amelior is a Sage whose Major field of study is the Physical Universe (Chemistry and Physics) and minor field of study is Supernatural & Unusual.

Valmous the Arcane

DQ rules: Summer Stars aspected.

PS: 22 MD: 15 AG: 20 MA: 24 EN: 25
FT: 23 WP: 15 PC: 17 PB: 9

Equipment: Chain mail, golden sword (+15% SC/ +3 damage/ +24% SC/ +5 damage vs. Darkness creatures), pouch of accessibility (a normal looking pouch which can hold up to 300 pounds of weight in 30 magical pockets), scarab versus golems (a magical amulet which allows the wearer to attack golems as if they had no magical defenses).

Skills/Rank: Ranger/6, sword 5, dagger 5

Shaping Magics Spells (spell code/Rank): T-1/17, all General Knowledge Spells at Rank 7, Q-1/12, Q-2/10, Q-3/10, Q-4/16, Q-5 through Q-11 at Rank 8, S-1/2, S-2/4, S-3/11, S-4/13, S-5/12, R-1/3, R-2/3, R-3/0, R-4/0, R-5/0, R-6/8, R-7 through R-22/6, R-23/8, R-24/5, R-25/8.

Rune Magics Spells (spell code/Rank): G-2/8, G-4/7, G-5/4, G-7/8, S-1/6.

AD&D® game: Level 16 M-U/Level 10 Ranger

M-U 16/Rgr 10; AC -3; Move 9"; hp 102; #AT 3/2; Dmg d8 +5(+7); THAC0 12; S 18, I 18, W 16, D 17, Co 18, Ch 11, Cm 6; AL NG.



Valmous has a *golden sword +3/+5 vs. evil creatures*, a pouch of accessibility, and a scarab versus golems.

Druid Spells

Level 1: *Animal friendship, pass without trace*

Spell Book

Level 1: *charm person, detect magic, magic missile, read magic*

Level 2: *detect evil, detect invisible, ESP, invisibility, locate object*

Level 3: *dispel magic, fly, lightning bolt, protection from normal missiles*

Level 4: *charm monster, minor globe of invulnerability, polymorph other, stoneskin*

Level 5: *cloudkill, dismissal, dolor*

Level 6: *anti-magic shell, disintegrate, enchant an item, ensnarement*

Level 7: *banishment, limited wish*

Level 8: *permanency*

Notes: Valmous is the only surviving Adept of the College of Shaping Magics and is also a Rune Adept. He serves the Powers of Light (Good) and reawakens from his centuries-long slumber upon sensing the reconstruction of his greatest creation, the awtawmatawn. Valmous does not want the golem to be reassembled, since it originally destroyed the two lost Colleges of Magic and their members.

Valmous's hero's physique and good looks are marred by his permanent frown. His hair and beard reveal his great age; both are long and white. His clothing is ragged and crumbling, as if he had risen from the grave.

In combat against foes he is not convinced are evil, Valmous never kills.

Lychor, the Thunderwizard

DQ rules: Death aspected.

PS: 16 MD: 16 AG: 17 MA: 25 EN: 17 FT: 21 WP: 14 PC: 18 PB: 16

Equipment: Fanged bone mace +15% SC/+3, glass dagger +10% SC/+2 damage (releases nerve agent poison like a snake fang), bracers of protection +5 absorption, demon skull helm* (reduces attack chances of bladed weapons by 75%), Dead man's Candle, Amulet of Luck, Amulet of Diamonds, Love Philtre, four vials of poison (nerve agent, d10 damage /pulse—enough to refill dagger 12 times).

Skills/Rank: Spy/7, Courtesan/4, Alchemist/3, Healer/2, mace/5, dagger/9.

Spells (spell code/Rank): T-1/12, T-2/9, T-3/16, all General Knowledge Spells at Rank 10, Q-1/6, all Special Knowledge Spells at Rank 6, S-9/8, S-11 through S-13/0, S-14/10, S-16/8, S-18/8, S-20/8, S-21/8, R-1/17, R-2/5, R-3/1, R-4/2, R-5/11, R-6/7.

AD&D® game: Human Level 16 M-U/ Level 5 Cleric

AC -1(-*); Move 9"; hp 52; #AT 1; Dmg 1d8; THAC0 13 ST 15 IN 18 WS 15 DX 17 CN 16 CH 14 CM 16; AL LE. Lychor has a *fanged bone mace +3, a glass dagger +2* (releases poison like a snake fang), *bracers of protection AC 2, demon skull helm** (AC -5 against all attacks by bladed weapons), and four vials of poison (d10 damage /round—enough to refill his dagger 12 times).

Clerical Spells

Level 1: *curse (x2), cause fear*

Level 2: *speak with animals, augury (x2)*

Level 3: *cause disease*

Spell Book

Level 1: *charm person, detect magic, magic missile, read magic, read languages, sleep, ventriloquism*

Level 2: *detect evil, detect invisible, ESP, invisibility, protection from cantrips, scare, vocalize, web*

Level 3: *detect illusion, dispel magic, fly, protection from evil 10' radius*

Level 4: *charm monster, polymorph self, polymorph other, remove curse, wall of ice*

Level 5: *animate dead, cloudkill*

Level 6: *anti-magic shell, disintegrate, legend lore, move earth, project image*

Level 7: *monster summoning V, torment*

Level 8: *incendiary cloud, permanency*

Notes: Lychor is middle-aged, slender with dark hair and a small mustache. He is good-looking, good-natured and always quick with a cheerful laugh. Yet if crossed or foiled, his humor is replaced by vengeful fury that remains unabated until his foe is utterly destroyed.

Lychor is an agent for the Powers of Darkness (Evil) and has made the Greater Pact with these powers. These evil powers shield Lychor from all spells that would detect his true nature.

Lychor began his career as a priest of Bane, but changed professions when he realized the power he could wield as an Adept. He now sells his skills and has worked for the Red Wizards of Thay, the Zhentarim and Lashan of Scardale.

The Zhentarim, a group of evil men who seek power through evil deeds, are his current employers. They wish to recreate the awtawmatawn and release its destructive fury on Cormyr and the Dalelands. It was Lychor who found the first pieces of the shattered statue and provided Amelior with fragmentary legends about it.

He is always accompanied by Anabis, his familiar, in the form of a raven (DQ rules: a minor devil, AD&D® game: an imp).

Remember, Lychor's mission is to recreate the awtawmatawn. If necessary, he will put it back together himself, but he will not sacrifice himself.

* He does not wear the demon helm until the Wizard War in Chapter Four.



CHAPTER ONE: The Alchemist's Quest

Encounter Setting

This chapter's goal is for the PCs to meet Lychor and Amelior (major NPCs) and to undertake the quest for the five missing awtawmatawn pieces. Be careful not to reveal Lychor's true nature any earlier than Chapter Four—Lychor wants the PCs to think him a friend.

Less than two months ago, the adventurers were in a nice warm city. Now, they find themselves on a trail leading south from Thunder Gap towards the lately insignificant Village of Volkumburgh (see Maps 2 and 7).

Volkumburgh is a herding village. The inhabitants trade wool and sheep for what they cannot produce themselves. The villagers know how to find the lost Magic Colleges and the Temple of the Dragon Oracle.

Until recently, they have been looting the colleges and selling the relics they find. Now, the awtawmatawn activity has attracted "things" to the colleges that keep them out.

Knowledge of the temple was forced upon them by Flashfire, a red dragon who recently took up residence in the mountains to the south. Once every month, the villagers take five sheep to Mount Drakkor Rouge. This token of supplication keeps Flashfire away.

Begin rolling daily for weather (see page 25) and Random Encounters. The feast of the Moon is still weeks away, but winter comes early to the high valleys of the Thunder Peaks.

The terrain is rugged, but the path up the valley is clear. If the snow on the ground is less than three inches deep, there is no chance of being lost. At 4-6 inches, there is a one-in-ten chance for the party to become lost and veer 60 degrees (one hex side) off course. Each additional 2 inches of snow increases this chance by 1. In heavy snow (or worse), the party has 1-4 chance on a d10 (plus modifiers for snow depth) to become lost.

If the PCs become hopelessly lost, they are found by Lychor, leading a search party of grumpy villagers.

Random Encounters in Volkumburgh Vale

These encounters occur whenever the party is traveling in Volkumburgh Vale. Use the Volkumburgh Vale column, checking for encounters every six hours.

Jeopardy!: Roll again on the encounter table. The creatures determined by the roll (excepting peasants) are attacking or threatening a group of peasants (herders or even a mother and child). The party might wish to save the poor folks.

Red Dragon: Flashfire flies high overhead, ignoring all on the ground. Fliers attract his attention and he will buzz them once. He attacks here only if attacked himself (see Chapter Three for dragon combat details).

Wights (1d10): As dusk settles, wights spring from hiding places amongst the snow and rocks. If a wight scores a hit, it howls with glee, then disappears into the gloom.

Gargoyles (1d4 + 1): These are minions of Flashfire, the red dragon. They raid the valley, even if the dragon's tribute is paid. For dealing with the gargoyles, see encounter #V8, Clemon's Place, in the Village of Volkumburgh.

Peasants (1d4 + 1): These fellows and their three dogs are driving 50 sheep down from mountain pastures towards the village. (Make a d100 roll. There is a 30% chance that they are returning without sheep from Mount Drakkor Rouge after taking their monthly tribute to the dragon.) They are friendly, but not too curious—just happy for the protection. They become silent if Amelior or the awtawmatawn are discussed.

Blizzard, Ice storm, Wind storm: The sudden onset of severe weather threatens all caught in it. The temperature drops to extreme cold. See the Weather section on page 25. Also, roll a d20. On a result of 18-20, another Random Encounter occurs simultaneously with the weather change.

Encounter Key—Map 2

T1. Engarde!

It is snowing lightly (cold and cloudy) as the party reaches encounter area #T1, a

deep, narrow ravine, the only way up the valley. Read the following:

The chill wind whips the falling snow into a frothy fury as it blows at you through the narrow pass ahead. Without warning, blurred forms wing above the cliffs and hulking shapes hurl boulders at you.

The attackers are two ancient men on wyverns who lead a dozen neanderthals (**AD&D® game: cavemen**). The ancients are the last of the Rune Adepts—followers and caretakers of the sleeping Valmous. They challenge strangers entering the valley to prevent Amelior from receiving new statue pieces. In their cracked voices they call the party "evil ones" and "bringers of doom."

Roll a Surprise Check for the party. If the PCs are surprised, the Rune Adepts and their allies may attack once with no return attack.

If the party approaches Volkumburgh from the air, the Rune Adepts drop from the sky and attempt to force the PCs to the ground where the neanderthals wait (**AD&D® game: wyverns are class E maneuverability in air combat**).

The Rune Adepts are armed with Runeweapons (Runesticks transformed into lances and daggers). Made of yew wood, these weapons are deadly poisonous if they score a hit (1D10-2 points of poison damage per round for 1D10 rounds). **AD&D® game: only fighters and thieves and other Rune Adepts may use these Rune weapons.**

Rune Magic Adept

PS: 11 MD: 12 AG: 12 MA: 19

EN: 12 FT: 19 WP: 16 PC: 15

PB: 8 TMR: 4 Armor: Leather

Equipment: poisonous dagger and lance (Runeweapons), Runewand (Ebony rod), various Runesticks.

Skills/Rank: Lance/6, Dagger/3, Astrologer/1, Healer/6, Ranger/5 —mountains).

Spells(spell code/Rank): G-2/7, G-3/2, G-4/5, G-5/3, G-7/6, Q-1/7, Q-2/4, Q-5/7, Q-6/9, S-1/2, S-3/5



Level 6, human Magic-User: AC 8; hp 14; MV 12"; #AT 1; Dmg 2d4+1 plus poison; THAC0 19; AL LN; ST 11 IN 15 WS 13 DX 12 CN 12 CM 8; AL LN. The Rune Adepts have padded armor, poisonous dagger and lance (Rune-weapons), *Ebony Rod Runewand**, various Runesticks.

* The *Ebony Rod Runewand* penalizes the spell target's saving throws vs. spells by 2. It also functions as a *wand of paralyzation*.

Spells:

Level 1: *Charm person* (x2), *magic missile* (x2).

Level 2: *Darkness*, *phantasmal force*.

Level 3: *Dispel magic*, *monster summoning I*.

The neanderthals on the ridge above the ravine are armed with clubs and boulders (to hurl from above). They will only descend to attack if most of the party is obviously injured.

If the Rune Adepts are tremendously outclassed by the party, add one more Adept (total of three) and another eight neanderthals. If the battle goes against the NPCs, they flee to the Rune Portal (out of sight at Area #2) and retreat to the College of Rune Magics.

If a Rune Adept is captured and questioned (alive or dead), refer to *Chapter Two: The Shaper's Shards*.

If the battle goes against the party (that is, they are in serious danger of extinction), Lychor (see NPCs section) arrives from Volkumburgh and aids the PCs. He performs only those magics that could be explained away as priestly miracles. If his help is not needed, he greets the party after the battle.

T2. Rune Portal

If the PCs decide to pursue fleeing Rune Adepts or see where they came from, the trail in the snow leads to a place where the footsteps mysteriously end.

Humanoid and dragonish footprints in the snow lead towards and away from a single wooden stick thrust into the ground here.

The stick is a Runestick (made of willow wood) and carved with Rune Portal Runes. This magical stick is the terminus (end point) of a special teleportation spell. Any character (or creature) who touches it (and any object that it is touching) is instantly teleported to the Wyvern Cave (area #2) of the College of Rune Magics (Map 3).

The Runestick cannot be removed or physically broken. Only the proper magic spell will destroy it (DQ rules: Special Knowledge Counterspell for the College of Rune Magics; AD&D® game: *dispel magic*).

If any Rune Adepts survive, one remains behind to destroy the Rune Stick to prevent the PCs from following. He then tries to escape (on his wyvern).

T3. Volkumburgh

All major paths and trails lead to the Village of Volkumburgh, the goal of their trek. Upon reaching the village, give the players playing aid #2, the Map of Volkumburgh.

You find yourselves on the outskirts of Volkumburgh, a small, rustic village built from the remains of an ancient villa. Small, snow-covered stone buildings line the villa's ancient walls. Through the great open gate you see a miniature town green and an inn. But the whole town is dominated by one huge, tall building unlike all the others.

The inn is the Crimson Wyrm and the huge, unique building is Amelior Amanitas's workshop. The rest are all nondescript peasant cottages, barns, and sheds—some larger than others.

Getting to Know the Villagers

The peasants of Volkumburgh are friendly enough, unless you talk about

their private taboos—Magical Colleges, Amelior Amanitas, the awtawmatawn, its hand, or the dragon.

Unfortunately, it is just this information that the PCs need to pursue their mission (should they choose to accept it). This is a role-playing problem. No amount of combat will solve it. Threatening these peasants just makes them more stoic and standoffish.

To gain the villagers' trust, create and stage a mini scenario, such as a bold herder approaches the party about killing some marauding gargoyles; or in the dead of night two groups of wights (see Random Encounters) attack, killing villagers; or Red Rudyard, the villager headman (see the Crimson Wyrm Inn), asks the party if they've ever slain a dragon.

Encounter Key—Map 7

V1. Peasant Cottages

Unless the PCs are given explicit directions how to find a named place on the map, such as cottages belonging to Wistkins, Dekor or Clemon, any hut they encounter is a generic peasant's hut.

Each cottage contains a family group of 1d6 peasants (half those in the household are children). There is a two-in-six chance that an adult male in the family has militia experience (DQ rules: Pike at Rank 2; AD&D® game: 1st level fighter armed with pike). Unless the PCs insult or injure the peasants, the peasants will aid them in whatever way they can, hoping to gain a silver piece or two.

If the characters state they are carefully scanning the contents of a cottage, they will note unusual objects like nice daggers, small sculptures, glass balls, etc. These have been looted from the Magical Colleges (there is a one-in-ten chance that the item is magical, DM's choice). However, unless coerced, the peasants will just say they "found them somewhere."



V2. The Town Green

The old villa's courtyard is the town green. Slushy snow surrounds a ruined stone gazebo where water from an artesian well bubbles up into an icy fountain, then collects in a large sculptured cistern that looks like an ancient stone sarcophagus.

The water is pure and of course, icy cold. If the sarcophagus is pushed aside (after chipping the ice away), the fingers of a stone hand will be seen (the awtawmatawn's hand). If PCs try to detect magic (DQ rules: Detect Aura; AD&D® game: *detect magic*) on the hand it can be detected as magical. It is part of the awtawmatawn.

V3. The Crimson Wyrm

The manor house has been rebuilt and repaired and now bears the sign of a winged red snake. The word "welcome" has been painstakingly lettered in the common, elvish, and dwarvish tongues on the door. The smell of hot, simple food is strong here.

The Crimson Wyrm, the village's only inn, welcomes travelers. A warm drink, hot food, a soft bed, and friendly company can be found here. Red Rudyard is the proprietor and the village headman. As the PCs enter, he ladles hot mulled cider from a kettle and says "the first one is on the house."

Prices here are cheap (even after Red Rudyard inflates them). An excellent meal costs 3 coppers, a drink 2 coppers, and night's lodging another 5 coppers. The Wyrm has four guest rooms (one is already occupied by Lychor). Each guest room has two single beds. Guests who provide their own bedroll may sleep in the common room for a copper. Horses are stabled and fed for 5 coppers a day.

The 'Wyrm is also the local dry goods store. Rudyard has any equipment that may be used in day-to-day living by common people. His prices are half the listed price (a block and tackle—10 SP/g.p.).

There is a 20% chance that he will have a common weapon (like a sword). Twice the listed price must be paid for weapons.

The locals are surprisingly open with strangers until their "taboos" are mentioned. After that, the cheer in the room is somewhat reduced.

However, if the PCs listen instead of talk, they may hear the following (at the DM's discretion):

"Seen any a' Wistkins?" "Nah. He's gone ta'lookin' fer ol' Volki's treasure agin."—"Volki's treasure" refers to the treasure of the Volkumburghs, hidden before its sacking 200 years ago and never found again. The locals think it is hidden in a cave. True, but the cave is beneath the 'Wyrm.

"Deker found 'nuther a'them funny sticks stuck in the ground when he was a'clearing out the ruins up in High Pasture fer his new barn. Sheep went ta chaw it and just was gone. Shrimp sez One-eye ain't got time fer such stuff, so jis leave't'alone."—Deker has found a terminus for a Rune Portal. "One-eye" refers to Amelior Amanitas.

"Demons hit Clemon's place again. Grabbed two sheep and flew south."

Lychor's Room at the Inn

The door is locked. The room is neat and orderly. The bed does not appear slept in and is covered with a layer of dust. Lychor's Imp familiar, Anabis, guards the room in raven form. In the chest by the bed are duplicates of Amelior's awtawmatawn plans and notes. Beneath the papers is a carefully hidden symbol of the god Bane (an open black hand upon a scarlet background). A book marked with what is obviously an Adept's personal symbol contains Lychor's listed magical spells. Lychor will return in 1d3 turns (units of 10 minutes), summoned by his familiar.

V4. The Alchemist's Workshop

The Alchemist's workshop should be easy to find; it's the biggest, most unusual building in the village.

The huge building shows signs of being recently constructed. Over the heavy oaken door, a modest, elegantly-painted nameplate reads:

A. Amanitas

Alchemist

Yet, it is the large sign nailed to the door that commands attention:

DANGER KEEP OUT

The door is locked, bolted, and barred from the inside. If the PCs examine the door frame, they will find it marked with numerous alchemical and magical symbols and numerous repetitions of Amelior's personal magical symbol (matching the symbol on their map).

If the PCs attempt to force the door (by magical or physical means) they are afflicted by Amelior's magical defense (see "Looting the Alchemist" at the end of this chapter).

If the party merely knocks or yells "hello," etc., read the following:

A previously undetected door in the side of the building, about 10 feet away, opens and a small gnome-like face peers out, blinking rapidly.

"Oh, its just you. Thought it was someone important. Well, come in, come in. We've been waiting. You're half an hour late and we don't have all day, thank you."

Encounter Key—Map 6—inset 2

V4A. Walk-in Closet.

If the party follows his impatient orders, the little man ushers them inside.

You follow the little man into a small, dimly lit room, cluttered with books, scrolls, cartons, jars, canisters, boxes, bags, bottles, exotically-colored cats (red, pink, blue, etc.)—and a lot of dust. Every movement in here stirs up great, dry clouds of it. There are no other doors.



Sneezing violently, the little man opens the doors of a wardrobe against one wall and walks into it, pushing past the clothing hanging inside. "Mind you don't snag the fabric," he snaps.

V4B. Loft of the Colossus

When the PCs pass through the wardrobe, they walk out onto a high platform in a huge chamber:

This cavernous chamber seems even bigger than the barn's outside dimensions. Glowing globes on pedestals around the edge of the room do little to push back the gloom. You also seem to be in a loft looking down on a complex scaffolding that surrounds a dark, gigantic and vaguely humanoid shape. From within the scaffolding, a cheerful voice calls out "Erek, is that them? Bring them on down. Do they have the bottle? Go tell brother Lychor to bring lunch for ... um ... however many of them there are. Hurry man!" Erek leaves grumbling.

The Awtawmatawn

The way to Amelior is across a narrow, wobbly cat walk, and down a ladder into the gloom below. The scaffolding surrounds a giant statue that is missing its head, an arm, a leg and ... a foot.

The dark stone awtawmatawn would be 30 feet tall if its head were in place. It is not possible to find cracks between the fragments that make up the colossus. Its "skin" is seamless. Still, the pieces can be found. Some retain their original texture, others have been carefully polished, while still more have been weathered by time.

The statue is occupied by the devil Rotbite (see Chapter Four). Its native magic resistance foils any attempts to detect evil on the statue.

Before the party enters the scaffolding (the only way down), stress how rickety it seems. As the party climbs onto the scaffolding, read the following:

The boards beneath your feet wobble and creak. Suddenly, a huge sphere with a single huge glowing eye and a number of smaller ones appears before you in the scaffolding.

It is not a beholder (a giant spheroid monster capable of attacking with magical rays), just a bladder inflated and painted to look like one. Any bladed or fiery attack causes it to burst loudly. Amelior put it there to hold the place of the awtawmatawn's head. He thinks it is funny. If the party attacks it (or runs away), Amelior will still be wiping away tears of laughter when they reach the floor.

Amelior regains his composure and excitedly demands the brass bottle. Once he has it, he motions all to stand back and merely flicks the cap off with his thumb ("How'd he do that?"). There is a dramatic puff of smoke and a 5-foot-long stone foot appears in the room (the stolen "god's" foot from the temple in Suzail).

The alchemist becomes even more excited, dashing hither and thither underneath the scaffolding, grabbing charts, diagrams, and scrolls. Breathlessly, he at last asks the PCs to follow him into a room cluttered with mismatched chairs on wheels. The Alchemist invites his guests to sit. There always seems to be one more person than there are chairs.

Amelior looks at you with an excited gleam in his eye and says, "I need your help and I can reward you greatly for that help. This should cover the trip up here." He reaches into a pocket and pulls out five red gems, each as big as his thumb and tosses them to one of you.

"The statue you saw in there is the awtawmatawn of ancient legend. It was created over 200 years ago by Valmous the Shaper, the legendary master of the College of Shaping Magics. That Magic College and the College of Rune Magics were located right here in the Thunder Peaks, possibly in

Volkumburgh Vale itself. The awtawmatawn was Valmous's greatest and last creation.

"Valmous created it for an ancient king of Cormyr. It would have been used to build great public works: castles and colleges, harbors and hospitals. Yet it was not to be so. On the day of its final shaping, it was destroyed by unknown and most likely evil forces. These same forces probably destroyed the two lost Magic Colleges and Volkumburgh Villa, since neither Valmous, the awtawmatawn nor any of these places were ever heard from again.

"Good brother Lychor first brought this legend to my attention and since then, I've devoted all my energy to reconstructing the awtawmatawn—for the betterment of humanity of course.

"As you saw, my work is nearly complete. With each piece, like the marvelous foot you brought me, the magical aura within the statue grows. When complete, it will once again come into magical life."

Amelior offers you a reward equal to the first for each of the remaining five pieces that make up its head, arm and leg. He suggests that those pieces may accompany other treasures, in which he, of course, would have little interest.

The five red gems (rubies!) are VERY valuable, worth 5,000 SP/g.p. each. Amelior has promised this much for each piece found, or a potential of 125,000 SP/g.p. more, plus looting privileges!

Unfortunately, he has exhausted all known locations of statue fragments. He knows that the remainder are somewhere in and around Volkumburgh Vale. A local tale tells of a giant hand hidden here in the village. Amelior believes that the other pieces are in the two lost Colleges and an equally legendary place called the Temple of the Dragon Oracle, a shrine of the outlawed Dragon Cult.

To move the pieces, Amelior provides two more brass bottles like the one the



party delivered earlier and a large wagon with a foursome of oxen. To make the flask work, touch an object and say "Into the flask you go . . ." and the name of the object. The desired object is then magically transported inside the flask. However, the flasks have only a 60% chance of working and living creatures may resist as they would a magical spell.

And finally, Erek has to go along. It'll do him good.

If the party agrees to Amelior's terms, he aids them further by giving each PC a potion of his or her choice (DQ rules: These potions will be Rank 5 spells from any of the original 12 Colleges of magic. The restrictions on the potions are that they must be imbibed and can affect only the drinker. No cast check is needed when imbibing a potion; AD&D® game: any standard potion.)

Erek

Aspect: Vernal Stars

PS: 11 MD: 13 AG: 13 MA: 10

EN: 15 FT: 17 WP: 5 PC: 11

PB: 3 TMR: 4 Armor: Leather

Equipment: Short sword +10% / +2 Damage, potions of healing (10 points), walking unseen (43/G-5/5), and quickness (37/S-12/7).

Skills/Rank: Short sword/3, Alchemist/2, Courtesan/6, Mechanician/2.

AC 7; MV 9"; FTR 3; hp 18; #AT 1; Dmg 1d6+2; THAC0 18; ST 9 IN 17 WS 4 DX 13 CN 16 CH 16 CM 3; AL NE.

Erek possesses a short sword +2, and potions of healing, invisibility, and speed.

Notes: Once a famous and important person, Erek was cursed to diminish in stature, personality, and attractiveness each time he was unkind, thoughtless, or unpleasant to another creature. When he came to Amelior, he was a hideous thing barely three inches tall. Amelior could not remove the curse, so he taught Erek to overcome it. Erek grows in stature and comeliness each time he is kind.

Throughout the adventure, Erek will avoid combat or just barely survive death blows, etc. He should survive or at least

be resurrected in order to play a part in the adventure's final chapter.

Collecting from Amelior

The Alchemist promises 25,000 SP/g.p. in gems per statue piece. For the first piece returned, he has the gems ready and waiting. Thereafter, he is so wrapped up in reassembling the statue, that there is only a 30% chance that he will have the gems handy.

If pressed for payment, he says not to worry, it's somewhere in his office. After all, he's not going anywhere, is he? He'll have it next time. If the party refuses, even after negotiation, to return with more pieces until paid, Amelior finds a bag containing about 1d10x1,000 SP/g.p. worth of gems and asks if this will do until he finds the rest.

Looting the Alchemist

If anyone tries to break into Amelior's barn, relieve him of his gems, or decides to search the office without permission, they are subjected to the Alchemist's strange spells. If they fail to resist the casting of a magic spell, they are shrunken to a mere 3 inches tall and left to fend for themselves. No specific descriptions are given for this, but imagine a rat as big as a horse, wolf-sized cockroaches, and multi-colored cats like deadly, quick-striking dragons.

Amelior finds the PCs before they all get themselves killed. He agrees to negate the spell if the PCs give their solemn word to find the lost pieces—but at only 10,000 SP/g.p. a piece.

V5. High Pasture

The tumbledown ruins of an old barn or workshop contain another Runestick similar to the one found near the Rune Adept ambush. This is another Rune Portal, leading to the illusionary Temple of Selune at of the College of Rune Magics (area #R1 on Map 3).

V6. Wistkin's Cottage

The hut is cold and empty. A search produces a piece of slate that looks like a crude map south into the Thunder Peaks. Volkumburgh and the colleges are clearly

marked.

V7. Deker's Cottage

Deker is one of the shepherds whose name was overheard in the 'Wurm. If asked, he willingly takes the party to the unusual stick at High Pasture. He is curious about the strange stick that made his sheep disappear.

V8. Clemon's Place

Clemon is a relatively prosperous sheep herder whose name the PCs may have overhead at the inn. He has been hit three times in the last two weeks by what he calls "demons" (Flashfire's gargoyles) who carry off his sheep. If the party waits in hiding here for at least three hours, they may challenge the gargoyles, who land to steal more sheep. If the gargoyles outnumber the attackers, they fight, otherwise they flee. A gargoyle will always flee if it takes 50% damage.

Captured gargoyles talk tough, telling about their boss the dragon and how he's gonna come and stomp this place. However, if forced, they reveal the location of Mount Drakkor Rouge and the Colleges. If asked about giant statue pieces, gargoyles remember seeing, "... a big head in da smoke pit, da one dat scares da dragon."

If a gargoyle is freed, the dragon returns in 1d3 days to wreak havoc.

CHAPTER TWO: The Shaper's Shards



Encounter Setting

Unless the PCs have vowed to slay the dragon, they will probably search the village for the hand. To find the other pieces, they must find and explore the lost Colleges and the Dragon Temple.

Finding the Hand

If the players forget Amelior's comment about one piece being hidden in the village, have him or Erek mention it again. The hand lies beneath the fountain in the Town Green (#V1 on Map 7). A well-paid villager will repeat the brief legend:

"Long ago a stranger brought a giant stone hand to lord Volkumburgh and said that he must hide it, for others would come to find it. Legend says that Lord Volkumburgh buried the hand and his vast treasure with soft earth, fine stone and deep water."

"Soft earth" is dirt, "fine stone" is the carved sarcophagus, and "deep water" is artesian well water.

Finding and Traveling to the Colleges

Most adult male villagers know the way to the Colleges. They've been looting the ruins for centuries. It is a trial of passage to bring back a salable object from the ruins.

Two Rune Portals (magical teleportation devices) near the village will also take characters to the College of Rune Magics—see Rune Portal (#T2) and High Pasture (#V5) in Chapter One.

If the party elects to go overland, they may want to hire a guide (see Chapter One Encounter Setting). Or, PCs with Ranger skills may scout about until they find the villagers' trails (these folks have been looting the ruins for generations—they've left trails). The trails are wide enough for the PCs' wagon.

Remember, it is winter and monsters stalk the valley. Continue to roll for random encounters and check the weather in the vale. Land travel won't be easy.

If the PCs use Rune Portals to go to the College of Rune Magics, their reception

will depend on the timing of their entry—see the descriptions for the Temple of Selune (#R1) and Rune Portal Again (#R2) on Map 3.

Approaching the Colleges

Both Colleges are situated on wide natural ledges on opposite sides of a side valley south of the Vale of Volkumburgh (see Map 2). From the valley, the only way to reach the Colleges is to climb the 20-foot-wide stairs that ascend to each ... or fly.

The stairs are carved into the stone cliff. They switch back and forth across the cliff, climbing up from the trails in the valley. A stair takes an hour to climb and 40 minutes to descend. The stairs are enchanted to allow wagons to be pulled up it as if they were smooth inclined planes, taking three hours. Still, there is a one-in-twenty chance each hour that an accident will occur.

If an accident occurs, roll 1d10 to determine the scope of the accident: 1-4—wagon breaks down, repairable in 1d4 hours. 5-6—wagon breaks irreparably. 7-8—wagon goes over the cliff with oxen. No one is injured. 9—as above, but 1d4 randomly selected characters each receive 2d6 points of damage. 10—as above, but affected characters must make saving rolls (DQ rules: 4xAbility Check; AD&D® game: Dexterity (+1) Check). Failure to make the roll means the character goes over the edge (see Falling Off a Cliff below).

The Colleges are both in ruins, pounded to rubble by the awtawmatawn.

Falling Off a Cliff

If a character falls off a cliff without his or her fall being stopped, roll 1d10. If the result is less than 9, the character is dead. On a 9 or 10 the character is unconscious, but has lost all but 1d3 Endurance points/hit points.

Roleplaying Lychor and Erek

Erek, Amelior's unpleasant little assistant, does not enjoy the adventure. However, he is quick to catch details that the party misses (like scratches in the floors of caves). He will make snide remarks every chance he gets (remember to make him

shrink).

Lychor watches the party at all times. If the PCs miss a piece, he finds it and brings it back himself. The party's welfare is his concern so long as they bring back pieces. Given the chance, he'll kill the Rune Adepts.

Waking Valmous

Valmous the Shaper, the Adept who first created the awtawmatawn, sleeps in magical stasis in a cave behind the College of Rune Magics (#R9 on Map 3). Time passes slowly for him. If the PCs move any awtawmatawn pieces in the two Colleges, his long sleep ends. He fully awakens in 1d10x10 minutes and begins hunting for intruders.

Encountering Valmous

Unless spotted, Valmous quietly sneaks up on the PCs, then sharply inquires why they are trespassing and meddling in things best left alone. In gruff terms, Valmous will try to convince the party to leave the statue pieces alone. If the PCs ignore him or argue, his anger builds slowly during the conversation until he attacks the PCs—to drive them off, not kill them.

Remember, Valmous looks like something that has crawled out of a crypt. Suggest to the PCs that he looks undead.

Roleplaying Rune Adepts

The Rune Adepts who ambushed the party in Chapter the Vale of Volkumburgh dwell in the College of Rune Magics. Normally, they stay in their huts (#R5), but can be met as random encounters.

Daver, Gerklug, Erigol and Edwood are incredibly ancient men. Long ago, they helped Valmous to destroy the awtawmatawn and hide its fragments. Magic has kept them alive for centuries, but at the cost of their humanity. They know that intruders must be stopped, but the awtawmatawn is just a vague memory.

The four Adepts have different personalities, but all are mad and have no short term memory (each encounter is always the first to them). Daver always seeks to



slay intruders and fights intelligently. *Gerklug* cackles with glee as he casts random magic in a chaotic manner. *Erigol* is a benign healer who fights only to protect the neanderthals. *Edwood* is catatonic and only sits and hums, unless threatened, at which time he focuses on the threatener and tries to kill him. Once he succeeds, he's catatonic again.

Alive or dead, they will not reveal the specific locations of the pieces, but give cryptic clues like, "In tower but not" or "tis Valmous's pillow."

If killed, the bodies of the Rune Adepts rise as wraiths in 1d4x10 minutes after death and continue to protect lost secrets (retaining their personalities). A risen wraith always summons 2d6+6 skeletons (former comrades).

AD&D® game: these wraiths Turn as spectres.

Roleplaying Randomly-Encountered Wights

Wights in the ruins are allied with Lychor. If they help get the pieces, Lychor has promised them the lives of the villagers in return. Though they keep up the pretense of craving the PCs' life energy, the undead here will seek to slay the PCs' foes or drive the party towards the goal, rather than prevent them from reaching it.

Roleplaying Gargoyles

Gargoyles don't care 'bout no stinkin' statues. They want food. Most attack the party, but at least one offers to trade information for food. If asked about giant statue pieces, it remembers, "a big face in da smoke pit, da one dat scares da dragon."

Satisfied gargoyles leave the party alone, but untended oxen are fair game.

Random Encounters

Until the PCs enter either College, use the Volkumburgh Vale column of the Random Encounter Table (see Chapter One encounter descriptions). Check for encounters every three hours.

Once the characters enter a College,

use the column for that College. Check for encounters every 20 minutes. Note that Valmous will not be randomly encountered until he has awakened.

There are plenty of places to hide in the ruins, so check for Surprise with each encounter. If an Adept is encountered, roll 1d4 to determine who it is (assign numbers to them).

The College of Rune Magics

Two pieces of the awtawmatawn and the sleeping Adept, Valmous the Shaper, are hidden in caves here.

This lost College of magic taught one of the oldest forms of magic in the Forgotten Realms. Once a primitive, shamanistic type of magic, it developed to become wholly dependent upon arcane symbols and enchanted sticks. Many other Colleges of Magic trace their roots directly to Rune Magics. Some primitive cultures still practice Rune Magics, but all Special Knowledge rituals and spells were lost with the College. **DQ rules:** *The Libram of the Rune Mage* (found in cave #R8) contains all the spells talents and rituals of the College of Rune Magics. It is priceless beyond value to those interested in practicing Rune Magic.

Although Rune Magics are not inherently evil, agents of the Forces of Light will attempt to destroy this book. **AD&D® game:** Rune magic is primitive when compared to "modern" magic. As DM, you may wish to let a PC magic-user use the spells in the Libram as a guide to research similar ones.

Encounter Key—Map 3

R1. "Looks like the Temple of Selune"

The tumbledown ruins here are bright blue, like the temple of the goddess Selune in Suzail, the floor-plan even seems to mimic that ancient temple.

This is the destination of the Rune Portal from encounter #V5 (High Pasture

near the Village of Volkumburgh) in Chapter One.

Touching the Runestick here instantly teleports one to the other terminus.

R2. Rune Portal Again

This is the destination of the Rune Portal (#T2) in Chapter One (near the site of the Rune Adept's ambush). Touching the Runestick here teleports the toucher to the other terminus.

If the PCs pursue the Rune Adepts from the ambush encounter in Chapter One, the ancients will be caring for their wyverns. A number of fresh, unwounded neanderthals will be guarding the area of the Rune Portal (one for each character who comes through).

The area around the Runestick is protected by a reversed Runeward, protecting those outside the warded area (dotted circle) from those inside it (**DQ rules:**

Rune Magic ritual Q-3: AD&D® game: a combination of *minor globe of invulnerability* and *protection from evil* 10' radius permanently cast with Runesticks).

R3. Stair to the Valley

See *Approaching the Colleges*.

R4. Ruins

The ruined areas on the map indicate the locations of former buildings. Some walls still stand, but most is rubble. Before the Rune Adepts returned here, the villagers of Volkumburgh had looted most valuables.

If the PCs search a ruin, make a Random Encounter check.

R5. Hidden Huts

A tall stone tower stands in the middle of the College, apparently unaffected by the ravages of time. In the window of the uppermost floor, a light shines.

This illusionary, four-story-tall tower is based on Elminster's Tower in Shadowdale (Elminster is the noted sage and Adept whose chronicles are the chief



source of information about the Forgotten Realms). If anyone flies up to the fourth floor window, he or she will see the stationary image of a bearded old man at a writing desk.

The tower disguises the crude huts of the four Rune Adepts. Only Edwood and the Adepts who survived the ambush in Chapter One will be here. If any were wounded, they will be in the midst of a Ritual of Healing (Rune Magic ritual Q-4). There are family groups of 2d4 neanderthals in each hut (half the number are children). The Rune Adepts have no treasure other than Runewards and at least two sets of Runesticks for each of their known spells.

R6. Wyvern Cave

Wyverns who survived the ambush (#T1) in Chapter One will be found here, along with 1d3 more wyverns, and at least one neanderthal opponent for each PC (see area #R2 above).

From the outside, an illusory cliff-face (Runestick illusion) hides the log palisade in front of the cave that keeps the wyverns in. The palisade is strong enough unless the wyverns are injured or angered by

someone outside the cave. Human-size folk can pass through the gaps between the logs, but when a wyvern wishes to go through, it takes 1d3 combat rounds for it to burst the logs asunder. The rest will follow.

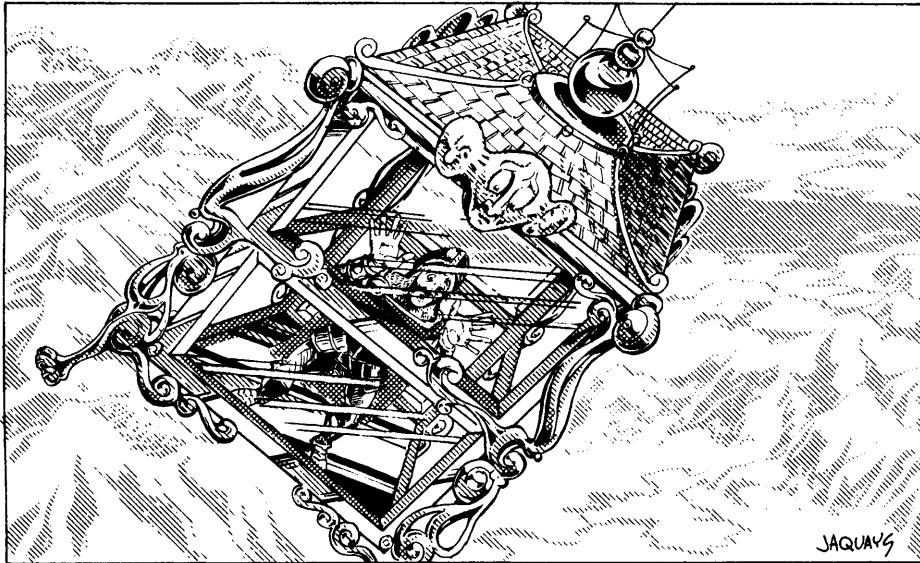
Rubble blocks the passage to cave #R8. If the PCs examine the area in the passage, they can see that something large and heavy, like a statue fragment, was dragged here, leaving deep gouges.

It would take about $1d10 + 5$ hours to clear enough room to allow a character to crawl through (without magic or special assistance, that is).

R7. Tower on a Pillar

An intact tower stands alone on a small pillar of natural rock. A 50-foot gap of dizzying height separates the pillar from the cliff. Decayed remnants of a fallen rope bridge flap in the breeze.

The tower was used to isolate Adepts working on dangerous spells or research. It now guards an entrance to area #R8. The bridge pieces are too rotted to use.



The door on the east side of the tower is magically locked (DQ rules: Runelock/2; AD&D® game: wizard locked by an 8th level magic-user). When the PCs attempt the door, make a Random Encounter check. If successful, 1d4 gargoyle arrive to harass and possibly kill members of the party (they do not fight to the death).

The tower's interior is 20 feet on a side and 60 feet tall. In the room's center is a runestick set in the floor, a Rune Portal connecting to the cave of Lost Secrets #R8.

R8. Lost Secrets

You find a long, narrow, low-ceilinged natural cavern. A narrow tunnel exits from one end. At the other, you find a sealed stone box and what looks like the upper arm of a gigantic stone man!

The piece of arm weighs 2,000 pounds. The sealed stone box (magically sealed—see door in #R7) contains *The Libram of Rune Magics*, which has a value of 80,000 SP/g.p. (although there are very few who would pay for it). For an AD&D® game, it has an X.P. value of 8,000.

A secret door in the east wall leads to area #R9, Valmous's resting place. The demon trapped in the stone fragment improves the PCs chance of finding the secret door (DQ rules: 4xPerception; AD&D® game: +1 to finding chance).

R9. Rest 'N Piece

A long, narrow passage connects area #8 with this crypt. If he has not yet left his crypt (see Waking Valmous), Valmous sleeps here on a stone bier. He clutches an incredibly large, glass eye to his chest (big enough to fit, say, an awtawmatawn).

Time has slowed in this crypt, and the magic begins to affect the characters immediately if they do not resist its effects. They begin to slow down until they are living at half normal speed (AD&D® game: as if slowed). This effect is not apparent to anyone in the room (outsiders can see and hear those in the chamber



slow down). Time distortion makes communication difficult (each message must be preceded by a successful d100 roll of less than 35%).

If the statue pieces in the Colleges have been moved, Valmous is awake and aware, but pretends slumber. Once awake, Valmous is not affected by the time slowing magics.

In addition to the eye, Valmous has the magical items listed in his NPC description and a pouch containing 100 gems worth 100 SP/g.p. each.

R10. Shapers' Portal

The ruins surround a carefully cleared Rune Portal. Touching the Runestick transports the character to the matching Runestick at the top of the stairs to the valley (#S1) in the College of Shaping Magics. Ancient scars in the stone reveal that something very heavy was dragged towards the Rune Portal.

The College of Shaping Magics

Two awtawmatawn pieces are hidden in areas #S5 and #S11 of this College.

Shaping Magics did not die out when the College died. Enough knowledge escaped the College's destruction to allow Adepts to keep making magical items. But the ability and discipline to make truly legendary pieces was lost. Rediscovery of the College's secrets reopens this area of research. Should Valmous survive the adventure's end, he will seek to rebuild the College.

DQ rules: *The Tome of Shaping Secrets* contains all the spells, talents and rituals of the College of Shaping Magics. Its value cannot be measured in game terms. With this book, a character could reestablish the College.

AD&D® game: *The Tome of Shaping Secrets* contains spells that aid in creating magical items, including the following: *contact other plane, stone shape, enchant an item, guards and wards, limited wish, truename, binding, permanency, and temporal stasis*. The book also contains secrets that improve the saving throw vs. magic of

an item being enchanted by 2 points (that is 2 points better than the magic-user performing the enchantment).

Encounter Key—Map 4

S1. A Long Climb

This is the top of the stair to the valley (see Approaching the Colleges).

The Rune Stick set in the pavement near the north end of the landing here is the matched pair to the Runestick in area #R10 in the College of Rune Magics. Touching this Runestick transports the character to area #R10.

S2. Flying Box

A 10-foot-square, 12-foot-tall brass and glass box stands with its two doors open.

The box is a brass and glass flying elevator. Unless fiddled with, it transports its occupants from area #S1 to the west edge of area #S3.

The elevator has been enchanted into sentience, talks in a hollow, brassy voice and has a cranky personality. It will not tell how to use itself and is deathly afraid of heights.

Inside is a control panel with two arrow-shaped buttons, a red one pointing up and a blue one pointing down. Next to the buttons is a small circular opening with screw threads inside. Pressing the red button causes the box to rise up to area #S3. Press the blue button and it descends to area #1. If the control panel is searched, a secret compartment is found. Inside the compartment is a brass stick with screw threads at one end. If the stick is screwed into the hole, it becomes a "joystick" that allows the user to fly the box (using the buttons for altitude). The box can carry up to 3,000 pounds. The box's air speed is as follows: DQ rules: Flying 400; AD&D® game: MV 15", Manueverability class C. The box must be coerced to fly higher than 20 feet and cannot sustain flight for more than one hour before it automatically descends to earth for 1d3 hours to "recharge its fra-

zled nerves."

The box affords protection equal to chain mail armor and can sustain 40 points of damage before being destroyed.

S3. Creepy Chasm

The path across this small plateau leads through a deep chasm.

The natural rock walls flanking the path are 50 feet tall. The path is unnaturally dark and torches are needed once the party enters the misty area. The misty area is enchanted. Distance is magically distorted here with true distances being hidden by the mist. Instead of being an 80-foot-long path, it's 2,000 feet long. Once the party enters the darkness, it must travel 2,000 feet in any direction to reach the other side.

S4. Floating Shields

The way across the chasm to the College is perilous. The bridge is made of floating shields. A total of 15, 4-foot-diameter shields spans the gap, with about 2 feet of space between each shield. The shields "give" when weight is placed upon them. The first time the lead character steps on a shield, have him make a Dexterity check (DQ rules: 4xAgility; AD&D® game: Dexterity Ability Check). Failure means the character doesn't expect the give. Allow a second Dexterity check to give the character a chance to gain a hold—otherwise he or she falls (DQ rules: 4xManual Dexterity).

When one or more party members are across or on the bridge make a Random Encounter check. If it is successful, 1d4 gargoyles take the opportunity to harass and possibly kill members of the party (they do not fight to the death). Characters who fight on the shield bridge must make Dexterity Checks each round that they fight on the bridge (DQ rules: if the character's roll exceeds 4.5xAgility, the character falls; AD&D® game: If the character rolls a 20, the character falls).



S5. Pillbox on a Pillar

The outside of this tower is very similar to area #R7 in the College of Rune Magics, but is only 15 feet tall. The gap from area #S3 is 25 feet and it is 40 feet from the main College. The floor of the tower is an illusion that hides a 30-foot-deep pit. Falling into the pit does (DQ rules) 9 points of damage to Endurance or (AD&D® game rules) 6d6 hit points of damage. At the bottom is the lower section of the awtawmatawn's leg (minus the foot) which weighs 1,000 pounds.

S6. Gatehouse

This is an intact, castle-like structure with a 20-foot-wide, 10-foot-tall oaken double door. The door is magically locked (DQ rules: Runelocked at Rank 2; AD&D® game: wizard locked by an 8th level magic-user).

There is not room enough here to force the massive doors (although they can be opened easily from inside the gatehouse). PCs may wish to climb over it or around it. The crevices of the wall are lair to an endless supply of black widow spiders. Each time a character reaches for a handhold, he has a 25% chance of putting a hand into a spider nest (AD&D® game: Black widow spider attacks a bare hand as a 5 HD monster. Saving throw is at +4. Failure means taking 3 points of damage per round for 1D10 rounds).

The gatehouse's intact interior has been looted. Exploring the gatehouse means a 40% chance to encounter 1d6+1 wights and 1d10 zombies.

S7. Ruins

The ruined areas on the map indicate the locations of former buildings. Some walls still stand, but most are rubble. Volkumburgh villagers have looted most valuables.

If the characters search a ruin, make a Random Encounter check (Check for surprise).

S8. Intact Tower

This tower is two stories tall. If the characters do any more than just pass through it, they arouse 1d6+4 zombies

and two wights.

The door in the cliff wall southeast of the tower is a slab of stone mortared in place. A Runestick embedded in the slab creates the illusion of cliff wall.

S9. Quarry of the Awtawmatawn

The ruins of Valmous's shaping shop surround the cliff-face from which the awtawmatawn was carved. Stone chips form a pile around the base of the 40-foot-high carved-out area. If the area is searched, a magical bronze carving knife will be found stuck into the cliff face. This tool affects flesh or metal like a normal dagger, but cuts stone like it was warm butter (i.e., it attacks stone as if it were unarmored flesh and does damage like a two-handed sword).

S10. An Illusion of Doom

Read the following when the party opens the door at the base of the stairs.

The door opens onto a circular room with seven other identical doors spaced evenly about it.

The circular room is enchanted with a complicated illusion. None of the doors will open until any open door is closed. When a door closes, it magically locks (DQ rules: Runelock/7; AD&D® game: Wizard locked by M-U 12) and the room appears to spin for two minutes. The illusion causes PCs to think that they are being thrown against the walls along with any sand in the room (see below). PCs may move, but each attempt requires a Strength Check (DQ rules: 4xPhysical Strength). Each time a door is opened or tried, the room appears to fill with a foot of sand that pours in from the 10-foot-high ceiling. For each foot of sand the door opening becomes harder (DQ rules, increase difficulty factor by .5 (initial value of 3.5 becomes 3, then 2.5, and so on down to .5; AD&D® game: Reduce door opening chance by 1 each time)). Careful study will show which of the eight doors has had the most use (DQ rules: 2xPerception; AD&D® game: Intelligence Check at -5).

S11. Shining Shard

This chamber contains the highly polished missing fragment of the awtawmatawn's upper leg. Touching the fragment releases a basilisk that was enchanted into it as a guardian. The piece of stone leg weighs 1,500 pounds. A Runestick for a Rune Portal is set in the floor. It connects to a matching Runestick in the pass on Mount Drakkor Rouge (Chapter Three, encounter #2). If the PCs search the room, they will note extremely deep drag scars leading toward the Runestick.

S12. Repository of Failed Magics

The Shapers stored their failures here, items that were complete, but somehow did not work as planned. A few magical items are suggested; you may wish to create others. Have fun with them.

Invisible magic sword (DQ rules: Rank 2 with broad sword; AD&D® game: broad sword + 1). Looks like an empty scabbard.

Enchanted leather armor. Protects like chain mail but weighs as much as a suit of plate mail.

Zeebirf's Disk: When the command word "Zing" is spoken, the disk becomes a 3-foot-diameter glowing concave disk that floats 3 feet off the ground (AD&D® game: *Tenser's floating disk*), capable of supporting 1,500 pounds. Speaking the command "Taykrupp" makes it to rise up. "Droppr" makes it descend until it is within 3 feet of the ground again. *Flaws*: It has no maximum height and rises until commanded to drop. It cannot hover at any height above 3 feet. Unless consciously controlled, the disc will wander away (at walking speed).



CHAPTER THREE: Fire on the Mountain

Encounter Setting

The encounters in this chapter take place on Mount Drakkor Rouge, a flooded, semi-extinct volcano in the southern Thunder Peaks range, the site of the Temple of the Dragon Oracle and home to Flashfire, a recently arrived red dragon (refer to maps 5 and 6).

Unless the party vowed to slay the dragon, the PCs have probably obtained all but the awtawmatawn's head by the time they come here. Lychor the Evil Adept, Valmous, the awtawmatawn's creator, and mean little Erek will be here to aid or confound the party (see Encounter Setting in Chapter Two).

Although one Rune Portal found in the Shaper's College leads here, it is just as likely that the party will travel here overland through the mountains with their ox-drawn wagon.

The Rune Portal found near one of the statue pieces (area #S11) in the Shapers' College leads to the rim of a crater in the side of Mount Drakkor Rouge (see Map 5). A salt marsh fills the crater and surrounds a rocky island.

The plume of dark vapor rising from the island marks the location of the abandoned temple of the Dragon Oracle. Once the abode of sinister witches who fortold the future, it is now home to Flashfire, a red dragon who came south in the dragon invasion. It is here that the awtawmatawn's head can be found.

Flashfire, mature red dragon:

DQ rules

Spells: All talents, spells, and rituals of the College of Sorceries of the Mind at Rank 17. Upon death, he may curse his treasure.

Flashfire, Adult Red Dragon:

AD&D® game

Spell Book

Level 1: *Charm person, sleep*

Level 2: *Detect invisible, invisibility*

Level 3: *Lightning bolt*

Flashfire makes saving throws as a 13th level monster (saving throws for dragons in the Forgotten Realms are determined by dividing their hit points by 4).

Notes: Flashfire came south several years ago in the dragon invasion that destroyed the city of Phlan on the shores of the Moonsea. Drawn by a vague compulsion, he continued south until he reached Mount Drakkor Rouge and its Dragon Cult temple. He suspects that the temple exerts some kind of control over him, preventing him from leaving. The statues in the dragon plaza prevent him from departing the area of the Thunder Peaks or lairing elsewhere.

Flashfire is vain, clever, curious, and subject to mood shifts (flattery can be used against him). The dragon is afraid of the fumarole pit and will not go down into it (he senses the dragonwight in area #17 of Map 6).

If aware of intruders, he will be invisible. In his first attack he uses dragon fear and demands to know why he shouldn't destroy the intruders where they stand. Unless bribed with much treasure, he attacks. Flashfire will not fight to the death.

Roleplaying the Dragon

Flashfire is fine example of mature, adult red dragonhood. He is self-centered, greedy and evil. He often makes arbitrary decisions. He is not stupid. He likes games, especially cat-and-mouse games (he always gets to play the cat).

However, the dragon also has problems. Something in the smoke pit frightens him nearly senseless, an emotion he is not used to (it's the dragonwight, a form of undead dragon). He would like to fly away forever and leave this undragonish emotion far behind, but something causes him to keep returning here (see the description for the Plaza of Dragons, area #8).

He will recognize that the PCs are not simple shepherds and may decide to use them for his own purposes. At the DM's discretion, this mighty dragon may bargain with the party. Free him and the party can have what they came for and stay alive (so long as his mood holds).

If the PCs offer him something in return for not killing them (like the red gems they may have been collecting), Flashfire might help them get the statue

head out of the pit (area #17 of Map 6), once they deal with the pit's resident. It would not be out of character for Flashfire to help the party retrieve the stone head and then attack them later as they try to haul it away.

Base Flashfire's actions on the history of the party so far. If everything has gone their way, Flashfire bargains and then betrays them. Make sure he attacks when they are in an awkward position.

If the party has taken casualties and is barely alive, Flashfire might unaccountably decide to live up to his bargain.

Roleplaying Gargoyles

The gargoyles have lived here much longer than the dragon. They serve him out of fear, not loyalty. To their minds, things were better before the dragon came, although they look to him for protection.

The gargoyles do not fight to the death, they try to escape if in danger of dying. Gargoyles who escape encounters will warn the other gargoyles in the complex. They will warn the dragon only if they are in danger of being wiped out as a group. A captured gargoyle will bargain for its life, even betraying the dragon. If questioned about a giant head, it remembers seeing one "in da smoke pit, da one dat scares da dragon."

Random Encounters

Flying characters will avoid all but flying encounters (marked by an "F") and weather. "W" encounters can only occur in the water. "L" encounters occur only on land, the intact portions of the ancient bridge or in the temple. Do not reroll encounters that cannot occur due to terrain incompatibility.

On the trail up, in the pass, and on the trail down, make Encounter Checks every 20 minutes. In the marsh and on the island, make checks every 10 minutes.

Encounters with unintelligent creatures occur because the monster is hungry or defending its territory. Only the swamp-shark will fight to the death. Every other creature flees to a lair if



wounded more than 50%.

If Lychor is encountered, he is invisible, spying on the PCs. He will help them against the dragon or Valmous, but will use the confusion of battle to remain hidden and disguise his aid.

If Valmous is encountered, he confronts the party. He will not let them bring the head to Volkumburgh. Should Valmous overpower the PCs, bring Lychor to their aid to drive off the Shaper.

Encounter Key

Encounter areas #1 through #7 use DM map 6—Mount Drakkor Rouge.

1. The Trail Up

If the party has promised to slay the dragon for the villagers, peasant guides will take them and their wagons to the base of Mount Drakkor Rouge. The journey takes about three days.

At the mountain base a guide points up the trail to a dark plume of smoke.

"There be the dragon," he will say.

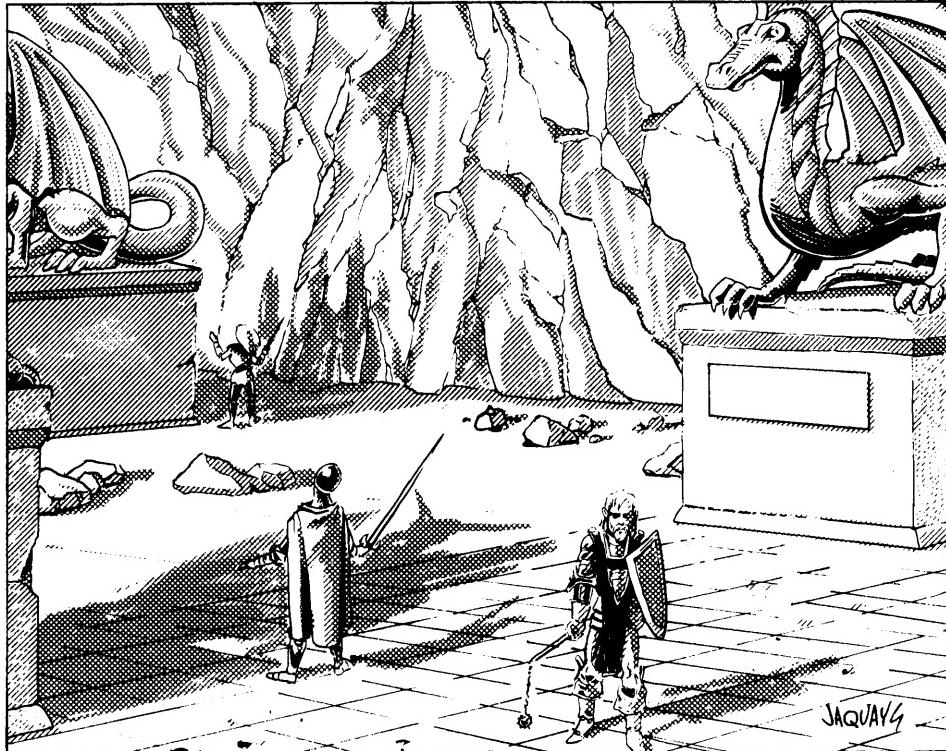
The villagers then express their thanks, wish the blessings of the gods on the party and hastily depart.

The trail up the mountain is rugged terrain and overgrown, but no more difficult than the rest of the journey here. It is possible to get the wagon up the trail, but only if the party assists the oxen. If the trail is studied, evidence of passage by livestock (sheep) is visible.

2. Impasse

The trail has reached its highest point; below you is a roughly circular valley, possibly a crater whose bottom is obscured by mist. Barely rising from the center of the valley is a low but sharply triangular rocky prominence. A dark plume of smoke rises from that rock.

The way down is through a steep-walled pass—which is blocked by boulders. While it is possible for you to climb over or walk around the de-



bris, wagons will not move through here without several hours of work to clear the rubble away.

It will take 1d3 hours to clear the rubble away (see inset Map 5a). Have each character make a check to avoid injury while rolling boulders (DQ rules: 4xAgility roll; AD&D® game: Dexterity Ability Check). Failure means the character takes 1d6 points of damage.

Five gargoyles are hidden in the rubble, just off the main path. They will be found only by characters looking for something unusual.

If characters look for gargoyles and fail (DQ rules: 2xPerception; AD&D® game: a roll of 1 on a d6 — DM makes all rolls), let them find rocks that look like gargoyles, just to satisfy their suspicions.

The gargoyles wait to attack until the party is occupied with moving the boulders or moving through them. One gargoyle always flies off to warn the dragon while the other four attack. If discovered,

they attack immediately. If undiscovered, they attack with surprise.

A gargoyle only fights until 50% wounded, then flees to the temple.

If Flashfire the dragon is warned, he arrives to investigate in 1d6 + 4 turns.

3. The Trail Down

The trail down is similar to the trail up, but when the party passes "x" on the trail, vision is reduced to 15 feet by the warm mist rising from the salt marsh until they reach the point marked "c" on the trail. When the PCs reach this point, read the following:

The mist parts to reveal a rancid, scum-covered lake filling a crater-like depression in the mountainside and surrounding a large, rocky central island that rises up like a small mountain itself. The streamer of vapor seen earlier rises up from the island's small peak.



From here, through the mist, you can just barely see the remnants of mankind's handiwork—a rotting bridge that spans the lake and a temple near the island's summit.

Below the mist, the temperature is warmer (about 70 degrees Fahrenheit).

The last 2,000 feet of trail (5 hexes) are along a high cliff overlooking the salt marsh. It is a challenging climb from the trail down to the water's edge. The trail stops at the end of a rickety, collapsed wooden bridge that once spanned the marsh.

4. Broken Bridge

A 20-foot-wide wooden causeway extends out into the stinking lake. About 600 feet out, it sinks beneath the surface of the scummy water, rising again 500 feet later.

It is possible to drive the wagon all the way across the bridge, even the covered parts. The water never rises higher than two-and-a-half feet. However, the underwater portion of the bridge is also the lair of giant leeches. If a No Encounter result occurs while crossing the bridge, roll 1d10. On a roll of 6-10, 1d6+2 giant leeches attack the party. Note: There is only a 1% chance of detecting a leech attack while in the water.

5. Dragon Marsh

Water seeping down the mountain side fills the marsh, but the brackish salt marsh drains only by evaporation. Geothermal activity keeps the water at about 85 degrees Fahrenheit and the air above at 70 degrees. Most of the creatures in and around the marsh are not native (and some, like the gargoyle and swamp shark, not natural). They were stocked here long ago to protect the temple.

The water in the marsh is at most, about 50 feet deep. The shores of the island are shallow—lined with reeds and cypress-like trees (large, above-water root clusters) while the outer shores are steep

and cliff-like.

Warning: Warm blood spilled in the marsh **ALWAYS** attracts 1d6 swamp sharks (see below) and 1d4 giant leeches in 1d10 rounds.

Swamp sharks are magically modified sharks, adapted to fit this salt lake environment. For both AD&D® game and DQ rules, use the largest size of normal shark. They are colored dirty gray with greenish-black markings that look like patches of scum. Unlike natural sharks, a swamp shark's fins are adapted for crawling and it can leave the water for short periods of time (breathing through primitive lungs). A swamp shark will never be encountered on the land, but it will pursue a victim onto land until blocked by an obstacle (the swamp shark cannot climb). Movement speed for a beached swamp shark is: DQ rules: Running: 150 (TMR: 3); AD&D® game: 3".

6. Temple Trail

The path from bridge to temple is paved, yet dangerous. The island's volcanic rock slashes shoe leather to ribbons within one hex of travel and does 1d3 points of damage/ten minutes of travel to unprotected feet.

7. The Temple of the Dragon Oracle

Three centuries ago the Cult of Dragons openly had a temple here. Although this temple is abandoned and its original inhabitants long gone, the evil cult that created it supposedly still exists. The Cult of Dragons is believed to be a mysterious group of Adepts who have devised strange magical arts that give them mastery over evil dragonkind. This temple was once part of their master plan to rule the world. The witches who dwelt here long ago believed that the sulphurous vapors from the pit in the caverns would inspire them to prophesy the future. Even before the creation of the aw-tawmatawn, this place was deserted.

For whatever the reason, the cult abandoned the temple, but left intact magics that have acted as a beacon to dragons. These are the magics that have drawn Flashfire to the temple.

The temple is built upon a series of

large, connected lava caves. Originally, the only access to the caves was the vent above the fumarole (area #13). The cultists carved out the other rooms as residences and created the plaza as part of their summoning device.

Now, Flashfire lairs in the back of the cave (areas #15 and #16) and uses the vent as his chief means of entrance and exit. He can also walk down the stairs connecting the fumarole and the plaza (areas #8 and #12).

The dragon cannot pass more than his head through passage entrances marked with an "x".

The gargoyles encountered in the area dwell here in the temple. There are three distinct groups—found in areas #11, #9-10 and #13. Except for their own collected possessions, they have thoroughly trashed these areas.

Encounter areas #8 through #16 use Map 6—Temple of the Dragon Oracle.

8. Plaza of Dragons

The road ascends steeply to a plaza filled with marvelously crafted and brightly-colored dragon sculptures, standing on ornate stone pedestals. The four primary types of evil dragons are represented here—red, blue, green, and black. Each statue is about 20 feet long and 10 feet high and seems untouched by time. Beyond the statues is a heavily carved wall. Stone pilasters (half pillars) frame intricate, but weathered carvings of dragons in service to mankind. In the center of the wall, a 30-foot-wide archway leads into the island. Even from here, you can smell a hint of brimstone.

The stone of each statue is the color of the dragon it represents. Together, the four dragon statues are part of the Dragon Cult's "dragon beacon." The beacon drew Flashfire here. Flashfire unconsciously avoids the plaza, but if he walks or lands between the four dragon sculptures, he must make a resistance check against the statues' magic (DQ



rules: 3xMagical Aptitude; AD&D® game: saving throw vs. spells) or become instantly subdued to the will of the nearest human. The effect lasts for 3d4 hours unless renewed or extended by other magics.

Each statue has an art value of 5,000 SP/g.p. and weighs about three tons. Destroying any statue or removing it from its pedestal ends the control that the dragon plaza has over Flashfire.

A hidden trail leads off from the eastern edge of the plaza. Characters who search (as if looking for secret doors) will find it. The trail connects with a crack-like tunnel in the cliff face, which in turn connects with a secret stair (see area #10).

9. Priests' Quarters

Your light barely illuminates this great, high-ceilinged hall. Flaking, mold-covered wall paintings depict red, blue, yellow, green and white dragons soaring into the sky. Debris is everywhere, but several large piles fill the corners and line the walls. The stench of long occupancy is strong here.

Once the living and working quarters of the temple's lesser priestesses, all that remains here is trash. The ceiling is 60 feet high. If the party's lights reach that high, they will see the upper walls and ceiling are riddled with niches just big enough to hide or protect a gargoyle. The five debris piles marked on the map are gargoyle nests. The room is the lair of eight gargoyles. Regardless of the time of day it is entered, there will be 1d6 gargoyles present (plus any gargoyles wounded by previous encounters).

If combat with the gargoyles occurs in this room, the monsters make full use of the high ceiling for aerial attacks, bombardment with rocks (2d6 damage) and swoops (similar to the dragon attack, but requires two gargoyles to pull off).

Each gargoyle nest contains the following: 1d6x1,000 copper farthings/ cp; 1d20x10 SP/—; 1d10x100 SP/g.p.; 1d10 gems worth 100 SP/g.p. each and 1d2

finely crafted pieces of jewelry worth 1d10x20 SP/g.p. each. In addition, one of the piles contains a *ring of fire resistance* (AD&D® game) which gives a DQ rules character the effects of both the Spell of Fireproofing (G-7 at Rank 6) and the Spell of Protection Against Magical Fire (G-8 at Rank 5) from the College of Fire Magics.

A secret door in the east wall opens upon a stairway that descends to connect this area to area #16 (inner dragon's lair) and a path leading outside to the plaza (area #8).

10-11. Oracle's Quarters

The stink of gargoyles is strong here, even masking the scent of dragon. Filth is everywhere.

These were the high priestess's quarters. Like area #9, they are now gargoyle lairs. The inner (#11) and outer (#10) rooms each contain 1d3 gargoyles. The inner room also contains a dead gargoyle and a sheep carcass. A secret door connects to area #14.

The two nests in this area each contain treasure similar to the nests in area #9. The nest in the inner chamber (#11) contains a special treasure, left from the time of the Dragon Cult. It is a book bound in the skin of a blue dragon and inscribed in gold runes. If the PCs have the ability to read dead languages, they can glean the following:

The temple was created by the Dragon Cult. The Dragon Cult seeks to control evil dragons. The Dragon Cult seeks to control the world with undead dragons. Finally, it tells of the functioning of the "dragon beacon" in the dragon plaza (area #8) and states that "dragons within its confines become subdued."

The book contains two spells that force dragons to do the bidding of the spell caster.

DQ rules: Ritual of Binding Will of Dragon and Ritual of Binding Will of Red Dragon. These rituals function like the Ritual of Binding Will (Q-1) of the College of Sorceries of the Mind, but af-

fect only dragons (or specific dragons). Unlike other magical spells, these spells may be used by an Adept of any College. The red dragon spell reduces the target's resistance by 20.

AD&D® game: *Charm red dragon*, and *charm dragon*. Each of these spells is 3rd level and functions exactly like the 4th level spell *charm monster*. The red dragon spell penalizes the saving throw of a red dragon by 3 points. The general spell is cast at normal chances.

Although it appears beneficial to own this tome, opening it has magically attracted the attention of the Dragon Cult. This "attention" is outside the scope of this module, but you as DM may wish to have mysterious forces begin to dog the party's trail.

12. The Cavern of the Oracle

Acrid smoke billows upwards from the floor, exiting this huge cavern through a trapezoidal opening in the ceiling. The area around the opening in the floor is tiled in such a way as to remind you of dragon hide.

It is here that the Dragon Cult witches practiced their craft. The cavern is big enough to allow a dragon to do a wing-assisted hop. To reach the hidden terrace (#14), the dragon's cave (#15), and associated tunnels, the PCs must climb a 15-foot cliff (although the cliff at "A" is a gentle slope with steps carved in like a stair). The volcanic smoke is very hot and smells bad, but is not poisonous.

13. Fumarole

The pit here is a volcanic vent. Somewhere, deep below, it connects with live lava (but that does not concern this adventure). About 50 feet down is what the PCs are looking for. If a PC looks into the pit, read the following:

The acrid smoke stings your eyes, but far below, you can see what looks like a huge face, lit by a red glow.



Although the smoke makes climbing the 40-foot-deep shaft difficult (DQ rules: 2xManual Dexterity for non-thieves, -30% for thieves; AD&D® game: -20%), a carefully-rope person could climb down into the lava pit (area #17) where the awtawmatawn's head is located. Damage inflicted if a character falls: (DQ rules: 8 EN points; AD&D® game: 4d6 damage).

14. Hidden Terrace

Like a balcony in a cathedral, this elevated terrace is filled with stone benches that look out through stone arches upon a great hall.

From this ledge, it is a 15-foot-drop to area #12, although the cliff at point "A" slopes gently and has steps carved into it, like a stair. The dragon cannot reach characters who cling to the ledge's west wall with its head or claws. Boulders hide the secret door at the south end of the terrace.

15. Outer Chamber

This large side cavern is filled with debris, rubble, and animal bones. Much of the rubble is snapped-off stalagmites and stalactites, many as large as temple columns.

To reach area #12, the PCs must climb down 15 feet. To reach the inner cave (area #16), they must climb up 10 feet. There is plenty of room here for the dragon to maneuver and fight (but not fly or hop).

16. Inner Sanctum

Although the entire complex stinks of dragon, nowhere is it stronger than in here. The glint of gold draws your attention to small piles of coins along the walls, nestled in between what can only be heaps of gargantuan, rusty, iron chain.

This is Flashfire's lair. If the party has been undetected before reaching this point, Flashfire will be asleep here, so add the following:

Of course, the dragon in here may object to your meddling with its treasure.

The chains are connected to the cave walls and end in dragon-sized manacles. To move the chains, a character must roll less than his Strength score on percentile dice. They are strong enough to restrain a dragon. The manacles lock when closed. There is no key.

If the party expects a huge treasure, they will be disappointed. Flashfire has had little opportunity to acquire loot: 500 farthings/cp, 1,000 SP/-, 2,000 SP/g.p., a gemmed golden torc worth 1,000 SP/g.p..

17. Dragonwight!

The heat here is oppressive; but at last, you stand before the head of the mighty awtawmatawn—though you must admit you didn't expect it to be quite so fierce looking. Of course, you are even more surprised to feel a chill and see the eerie, rotted, dragonish thing crawling up out of the crack behind it.

The walls here are hot; they do 1 point of damage each time unprotected flesh touches them. The awtawmatawn head is about 5 feet tall and 4 feet wide and grimaces evilly. The "eerie dragonish thing" is a dragonwight, a form of undead dragon left over from Dragon Cult experiments (see New Monsters section). The dragonwight senses life energy and attacks, but cannot leave the pit.

Near the edge of the pit is a large stone box (also hidden here by Valmous). The sealed stone box (magically sealed—see the door in #R7 in the College of Rune Magics) contains the *Tome of Shaping Secrets* (see introduction to this College). It has a rough value of 100,000 SP/g.p.. For an AD&D® game, it has an X.P. value of 8,000.

Getting the Head Out

The head weighs 4,000 lbs and is missing one of its glass eyes (see Chapter Two, Valmous's resting place, #R9). The PCs must figure out how to get the head up and out. Amelior's brass bottles would be the easiest way. Block and tackle or a "helpful" dragon will also do the trick.

Chevalier Guy d'Mountparneau

Human Paladin, Level 8

Strength 18/89	Armor Class 0
Intelligence 12	Hit Points 63
Wisdom 16	# Attacks 3/2
Dexterity 13	Base THAC0 14
Constitution 16	Base Damage d10 + 1
Charisma 17	Combat Bonuses +2/+4
	Alignment LG

Equipment: Plate mail +2, two handed sword +2, dagger, longbow & 30 arrows, *javelin of lightning*, *potion of fire resistance*, three flasks of oil, four flasks of holy water.

Abilities: Protection from evil, 10' radius; detect evil, 6" range; lay on hands once per day (16 hp); cure disease twice a week; immune to disease; Turn undead as a level 6 cleric.



Maxx Longstalker

Human Ranger, Level 6

Strength 18/36	Armor Class 2
Intelligence 14	Hit Points 55
Wisdom 15	# Attacks 1
Dexterity 11	Base THAC0 16
Constitution 17	Base Damage d8 + 2
Charisma 10	Combat Bonuses +1/+3
	Alignment NG

Equipment: Chain mail +2, shield +1, long sword +2 (detect secret doors), javelin (x2), dagger, longbow & 30 arrows, *bag of tricks* (type 6-8), three flasks of oil, two flasks of holy water.

Abilities: Tracking at base 70%; Surprised on a result of 1 on 1d6 only; Surprises others 50% of the time; +6 damage vs. giant class creatures (bugbear, ettin, giant, gibberling, gnoll, goblin, kobold, ogre, ogre mage, orc, troll).



Eustace the Grim

Human Cleric, Level 7

Strength 17	Armor Class 0
Intelligence 13	Hit Points 46
Wisdom 18	# Attacks 1
Dexterity 13	Base THAC0 16
Constitution 11	Base Damage 2d4 + 2
Charisma 8	Combat Bonuses —
	Alignment NG

Equipment: Plate mail, *shield* +2, *morning star* +2, war hammer, *staff of curing* (14 charges), *scroll of healing*, two flasks of oil, six flasks of holy water.

Spells: 3 3 2 1



Kelvin Nikkelbane

Human Magic-User, Level 7

Strength 10	Armor Class 1
Intelligence 18	Hit Points 33
Wisdom 13	# Attacks 1
Dexterity 14	Base THAC0 19
Constitution 16	Base Damage d4 + 1
Charisma 15	Combat Bonuses —
	Alignment NG

Equipment: Dagger +1, three darts, *wand of fireballs*, *wand of detect magic*, *bracers of protection AC 1*, *ring of wizardry* (3rd level), two flasks of oil, two flasks of holy water.

Spells: 4 3 4 1

Spellbook

Level 1: Detect magic, feather fall, magic missile, sleep, unseen servant.

Level 2: Detect invisibility, levitate, locate object, knock, invisibility, web.

Level 3: Dispel magic, lightning bolt, slow, invisibility 10' radius.

Level 4: Ice storm, polymorph self, wall of fire.



Eustace the Grim

Aspect: Summer Stars

PS: 19 MD: 17 AG: 13 MA: 18 EN: 12
FT: 19 WP: 19 PC: 21 PB: 9 TMR: 5

Equipment: *Platemail - 10% SC (36/S-9/5), morning-star +6% SC/ +1 damage, warhammer, staff of healing waters (41/S-3/5, 10 charges), two flasks of oil.*

Skills/Rank: Healer/7, Astrologer /2, Mechanician/1, morningstar/6, warhammer/2, staff/1.

Spells (spell code/Rank): T-1/5, G-1/6, G-6/4, G-8/2, R-2/3, S-6/3, S-15/6.

Notes: Eustace is not young. As long as he can remember, he has been a priest—but not always of the benign god he now serves. Once, he was a powerful priest of a dark cult, the earthly avatar of its deity. Mortals were not made to contain such power, and he burnt out like a candle, only to be sheltered by those he once persecuted. Now his piercing gaze searches for those who serve his former master, for he truly knows that they must repent ... or die!

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Kelvin Nikkelbane

Aspect: Winter Stars

PS: 10 MD: 14 AG: 15 MA: 21 EN: 17
FT: 21 WP: 15 PC: 13 PB: 16 TMR: 5

Equipment: *Sleep dust (36/Q-3/6), silver dagger +7% SC/ +2 damage (91/G-2/6), wand of malignant flames (42/S-13/5, 5 charges), bracers of protection +8 absorption (flaw: cannot be worn with other armor), ring of enhancement (36/S-7/4), two flasks of oil.*

Skills: Alchemist/3, Courtesan/3, dagger/2.

Celestial Magics (Star Mage) Spells (spell code/Rank): T-1/2, T-2/1, T-3/0, G-2/3, G-4/5, G-5/6, Q-2/1, S-1/6, S-2/2, S-3/4, S-4/4, S-8/1, S-12/3, General Knowledge Counterspell/3, Specific Knowledge Counterspell/4.

Notes: Kelvin's parents were both Adepts and were instructors of magic. Kelvin has a strong interest in history, particularly lost history and especially the history of magic. He has an intense fear/loathing of greater undead (wights in particular), since they wiped out his first adventuring companions.

Chevalier Guy d'Mountparneau

Aspect: Vernal Stars (Serves the Powers of Light)

PS: 22 MD: 14 AG: 13 MA: 12 EN: 16
FT: 20 WP: 20 PC: 20 PB: 16 TMR: 5

Equipment: *Improved plate - 10% SC (43/S-4/5), two-handed sword of cold +7% SC/ +2 damage (40/S-9/6), ring of fire resistance (42/G-3/5, 42/G-7/5), ring of diamond javelins (43/S-17/6, 4 charges), dagger; longbow & 30 arrows, three flasks of oil.*

Skills/Rank: Military Science/3, Healer/3, Ranger/1 — mountains, Courtesan/0, two-handed sword/5, bow & arrow/6, dagger/6.

Notes: Born a poor woodcutter's son, charming and ambitious Guy the Forester came to serve and eventually become the adopted heir of the lovely Countess d'Mountparneau. Her tragic death at the hands of thieves initiated his adventuring career as he terminated the murderers one by one. He has renounced all vengeance and worldly possessions to serve the Powers of Light (Good).

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Maxx Longstalker

Aspect: Life

PS: 20 MD: 16 AG: 12 MA: 9 EN: 20
FT: 22 WP: 11 PC: 15 PB: 8 TMR: 5

Equipment: *Antique chain mail - 10 SC/ +2 absorption (91/G-3/5), hand-and-a-half sword of diamonds +9% SC (43/S-5/8), longbow, three flasks of oil.*

Skills: Ranger/6—forests, Troubadour/2, hand-and-a-half sword/5, longbow/8.

Notes: The son of a prominent actor in Hillsfar, Maxx was orphaned at an early age. His father's creditors sold him to a childrens' workhouse. It was years before Maxx escaped, eventually coming to the woods of Elvencourt. Befriended by elves, the scarred, sturdy youth became a stalwart ranger. Maxx buys nothing he cannot pay cash for and will vehemently defend the weak and poor against rich oppressors.

Durguid of Five-Tree Circle

Human Druid, Level 7

Strength 10	Armor Class 3
Intelligence 13	Hit Points 38
Wisdom 16	# Attacks 1
Dexterity 13	Base THAC0 16
Constitution 12	Base Damage —
Charisma 16	Combat Bonuses —
	Alignment N

Equipment: Leather armor +2, shield, golden sickle +1, dagger, ring of protection +1, ring of feather falling, potions of healing and polymorph self, two flasks of oil, one flask of holy water.

Abilities: +2 saving throw vs. fire and lightning attacks, Identify pure water and plant and animal types, pass without a trace through overgrown areas at normal speed, immune to charm spells by woodland creatures, shape change three times per day into a reptile, bird or mammal (each change removes d6x10% of damage taken), speak the language of five sentient woodland creature types.

Spells: 4 4 3 1



Morgana Stargil-Trimtree

Half-elven Thief/Magic-user, Level 5/5

Strength 13	Armor Class 1
Intelligence 15	Hit Points 58
Wisdom 14	# Attacks 1
Dexterity 18	Base THAC0 16
Constitution 12	Base Damage d6
Charisma 16	Combat Bonuses —
	Alignment N

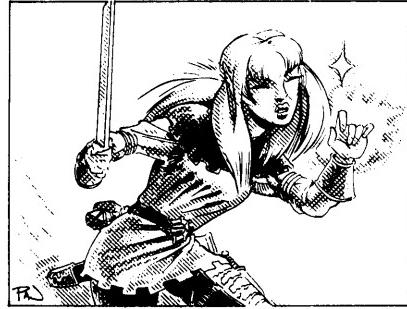
Equipment: Leather armor, ring of protection +3, short sword, dagger, nine darts, sling & bullets, potions of healing and speed, three flasks of oil, folding grapple, lock pick.

Abilities: Infravision to 60 feet, 30% resistant to sleep and charm spells, notice concealed doors 16 2/3%, find secret doors 33 1/3%, find concealed doors 50%, strike from behind at +4 for triple damage, pick pockets 60%, open locks 42%, find/remove traps 40%, move silently 40%, hide in shadows 31%, hear noise 20%, climb walls 90%, read languages 25%.

Spells: 4 2 1

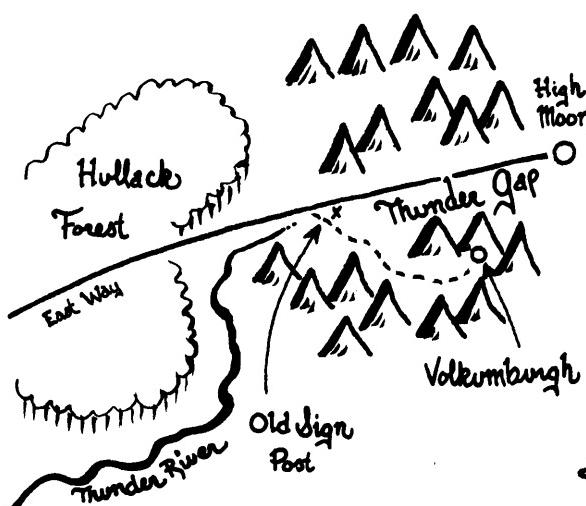
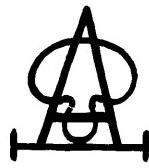
Spell Book

Level 1: sleep, magic missile, feather fall, light, detect magic
Level 2: invisibility, pyrotechnics, knock, rope trick, web
Level 3: dispel magic, fly, haste, fireball

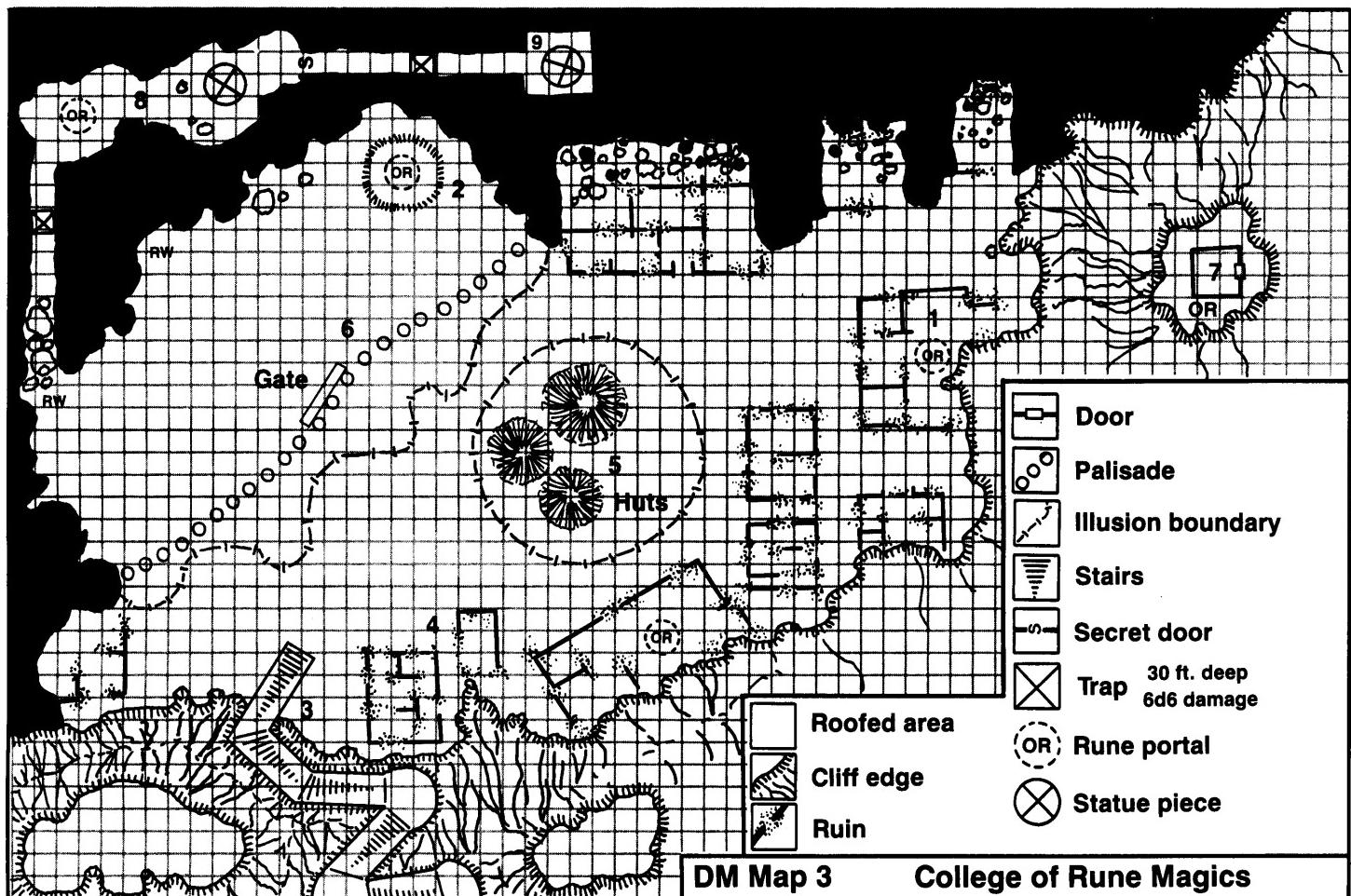


It took you long enough to make up your minds. One can only hope you will be more prompt in future matters. Meet me in Volkumburgh before the Feast of the Moon.

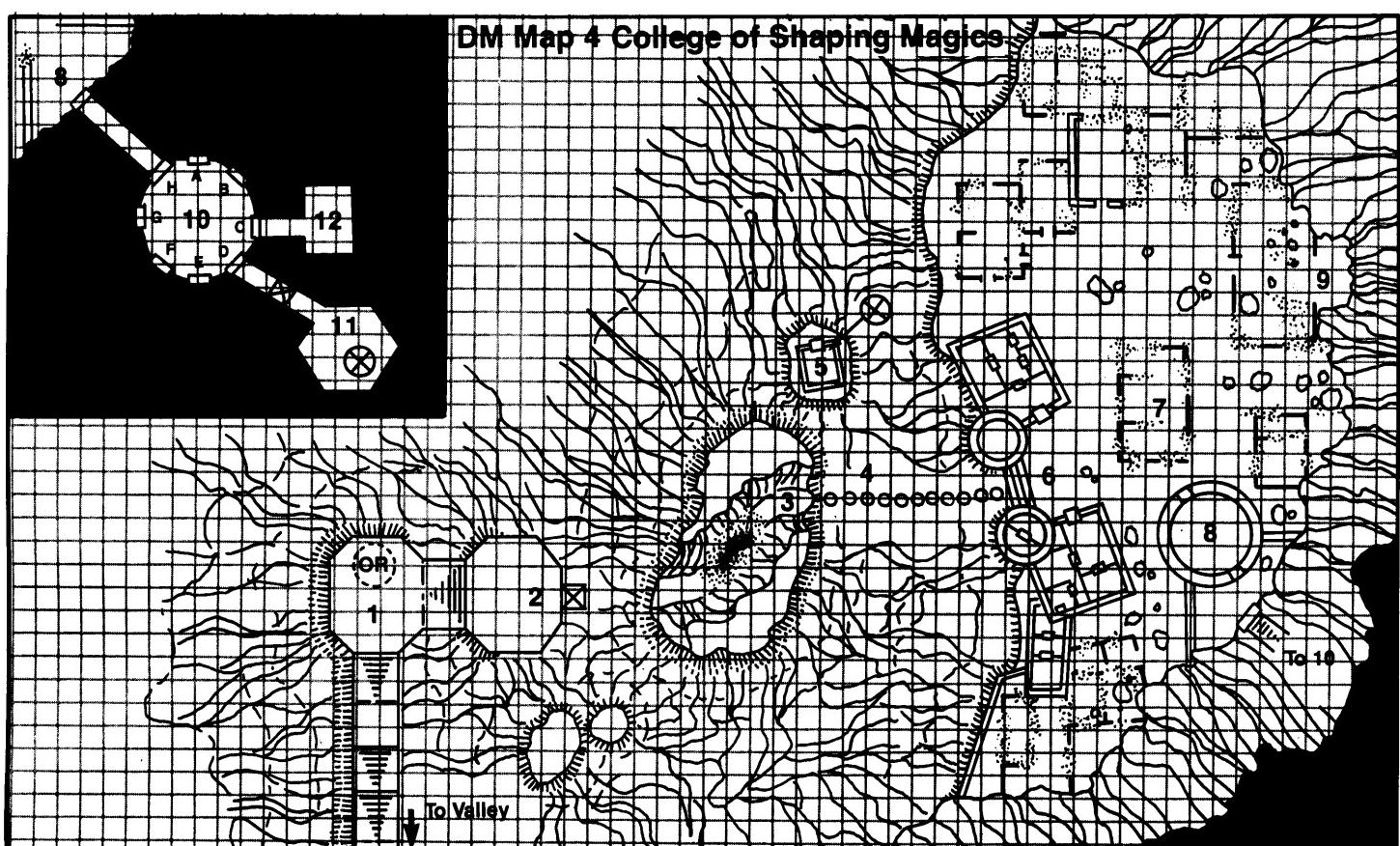
Amelior
Amanitas

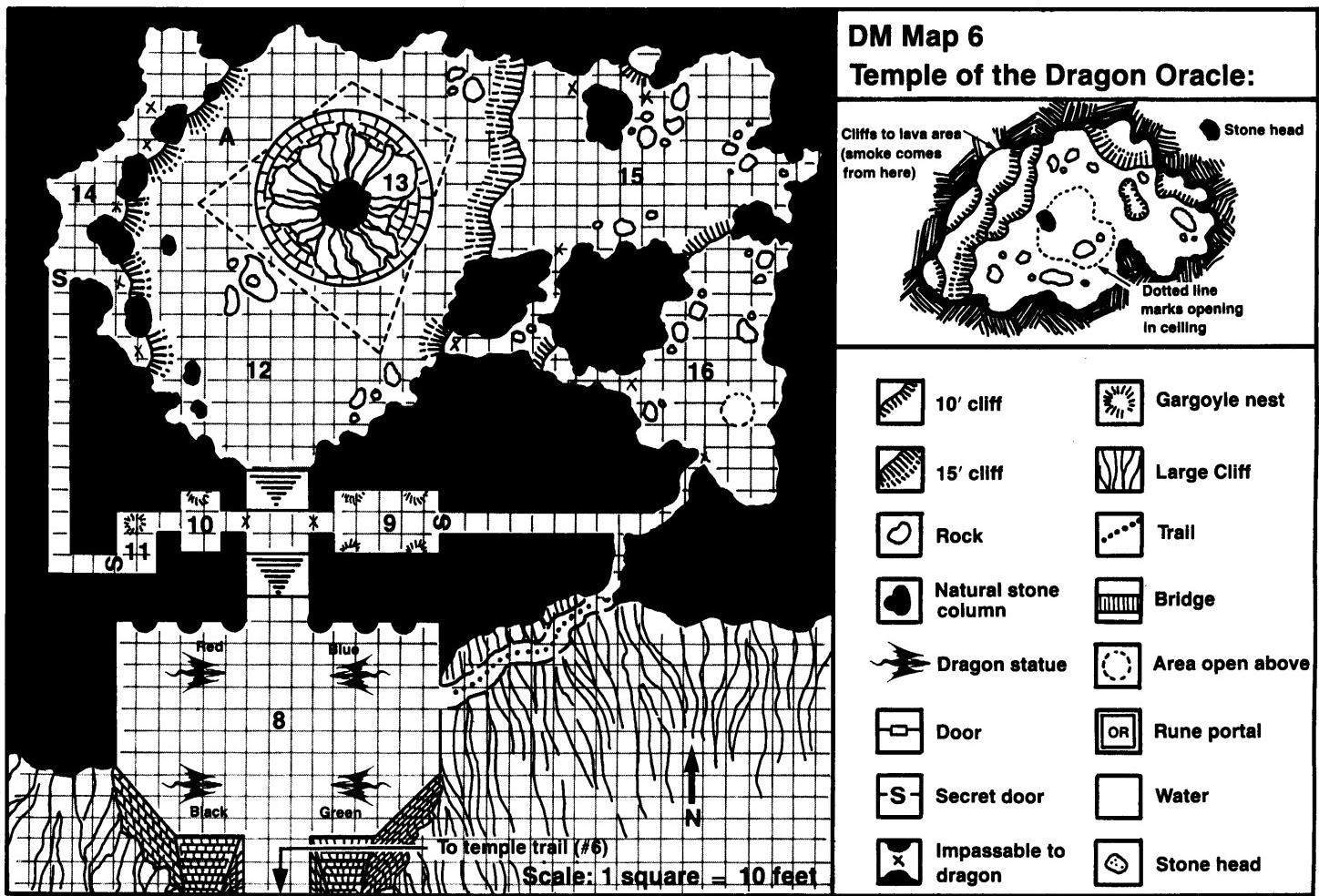
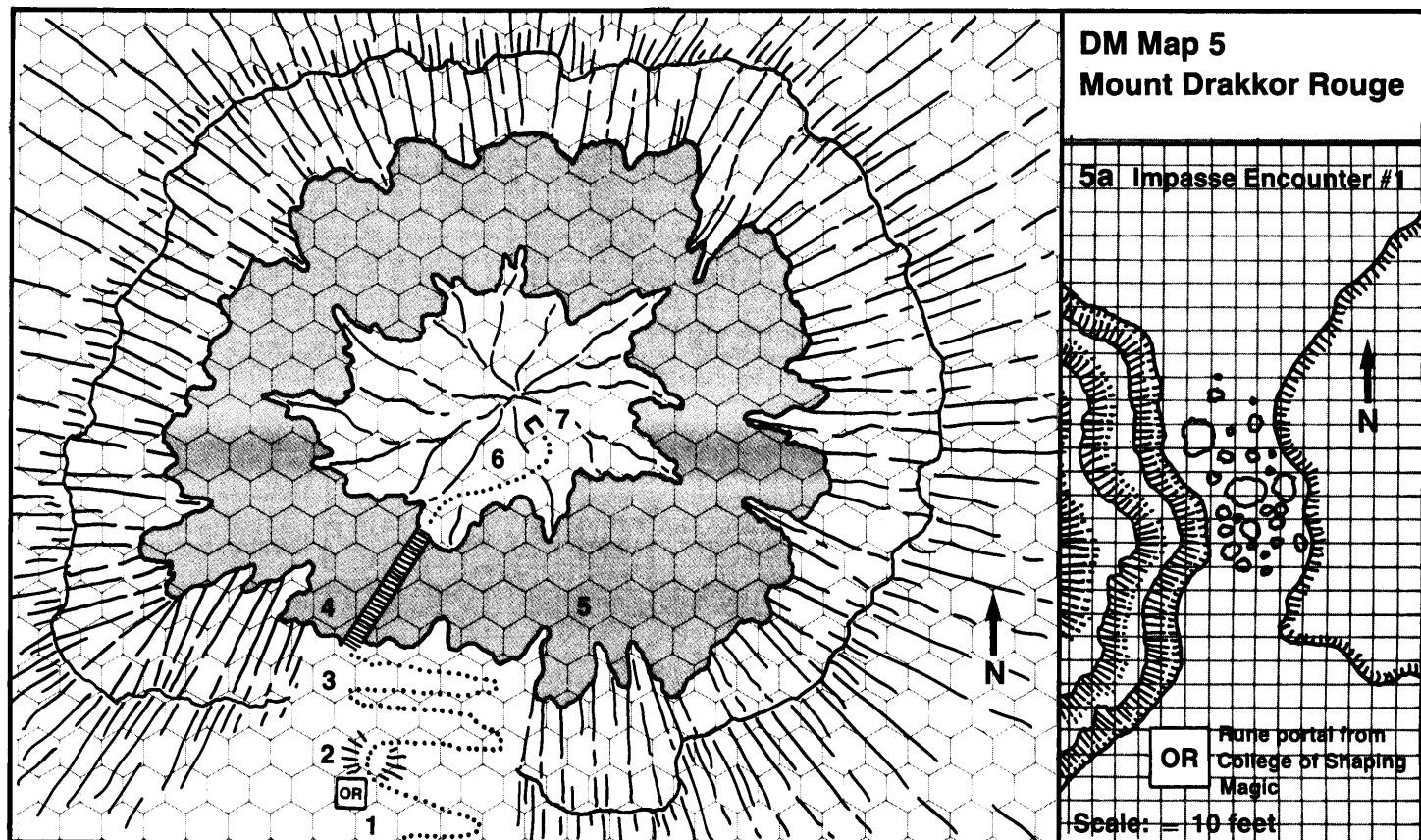


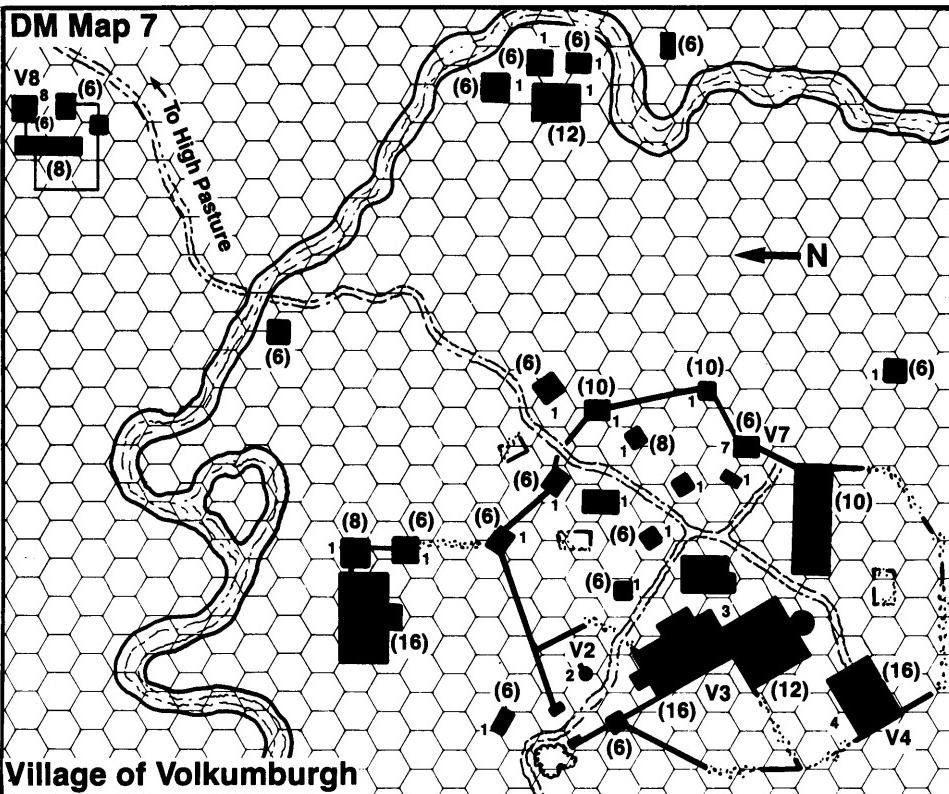
Playing Aid #1



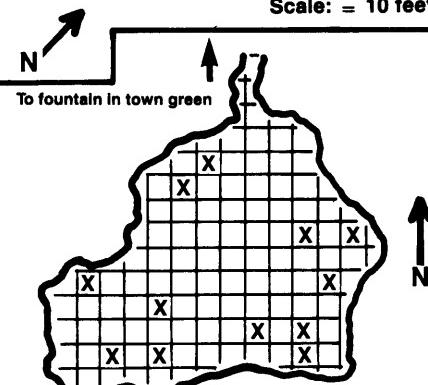
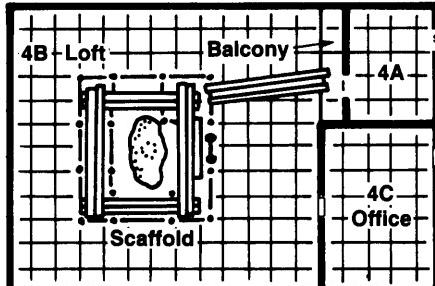
DM Map 3 College of Rune Magics







V4: Inset 1: Amelior's Workshop



Inset 2: Secret Cave Beneath the Inn

The Weather

In the Forgotten Realms, the month of Uktar (November) heralds the coming of winter. In the high reaches of the mountains, it is already cold and snowy. Each day of the adventure, the DM should check the day's weather. The weather can affect the rate of progress, the discomfort level of the group and possibly cause physical damage. Combine the rolls of 1d8 and 1d12 to obtain the day's weather. Apply the results to the day's activity.

Die Roll	Weather Pattern
2	Blizzard!
3	Cool and sunny
4	Cold and cloudy—driving rain
5	Extreme cold snap under clear skies
6	Changing weather (1d2 + 1 patterns)*
7	Cold and cloudy—freezing rain
8	Cool and cloudy—cold rain
9	Cool and clear
10	Cool and cloudy
11	Cold and clear
12	Cold and cloudy
13	Cold and cloudy—light snow
14	Very cold and cloudy—strong wind
15	Cold and stormy—heavy snow

- 16 Cold and stormy—biting sleet
- 17 Changing weather (1d2 + 1 patterns)*
- 18 Extreme cold and clear—biting sleet
- 19 Two rapidly alternating patterns**
- 20 Ice storm!

* Roll up to three additional times to obtain the sequence of weather changes. The first pattern begins at dawn, the second at noon and the optional third after dark.

** Roll again until two different weather patterns are obtained. These two pattern will alternate every 2d6 turns.

Temperature: *Warm* means 60+ degrees Fahrenheit (snow melts at a half inch an hour and turns to slush, streams swell with run-off); *cool* is 40-59 degrees Fahrenheit; *cold* is 25-39 degrees; *very cold* is 0-24 degrees; *extreme cold* is -10-0 degrees and a *cold snap* drops to -11 and below. Wind chill is considered in all cases.

Unprotected characters take one point of damage per hour for each 10 degrees below 40. Warmly dressed characters take 1 point of damage each two hours when the temperature is *very cold*; 1d2 points of damage each two hours during *extreme cold* and 1d3 points each two hours during a *cold snap*. If characters are unsheltered

and inactive, damage occurs at twice the above rate.

Precipitation: *rain* is simple rainfall; *freezing rain* ices up wagons, roads, trees and gear; *sleet* is frozen rain (reduces visibility to 1,000 feet); *heavy snow* accumulates at 2d6" per day (reduces visibility to 100 feet); a *blizzard* literally drops 3d4" per hour, and blinds the party (nothing visible beyond 5 feet). An *ice storm* drenches everything in *freezing rain* and *sleet* (*visibility as heavy snow*).

Blizzards and *ice storms* are always accompanied by *very cold* temperature. Snow reduces movement speeds by 1" per 4 inches of snow.



New Monsters

NEW MONSTER: The Awtawmatawn

Except where noted, the giant size of the golem does not increase the range or effect of its magical abilities.

If the PCs did not obtain the awtawmatawn's glass eye (from Valmous's resting place, area #R9 in the College of Rune Magics, Map 3), it will be blind on its left side and have reduced combat abilities. Attacks against the golem's blind side gain a bonus (DQ rules: +10; AD&D® game: +2). The golem's return attacks are all at reduced skill (DQ rules: -5; AD&D® game: -1).

DQ rules Statistics

Talents, Skills, and Magic:

Rank 10 with all Talents, Spells and Rituals of the College of Celestial Magics (from Rotbite).

Movement Rate (Running): 200

PS: 80 MD: 5 AG: 3 MA: 34

EN: 100 FT: 150 WP: 30 PC: 23

PB: 8 TMR: 4 NA: stone absorbs 8 DP

Because of its size, the awtawmatawn moves more slowly than the characters and may attack foes less than half its size twice every three pulses. It may attack larger foes and buildings once per pulse. Only magical weapons can harm stone golems and any weapon that strikes a stone golem must be checked for breakage per normal breakage chance. Only magic that affects stone can have any effect on the awtawmatawn.

Weapons: the awtawmatawn can pick up and use anything big enough to be a weapon (a 10-foot-long log would become a club), but has no Rank with the weapon. It may attack with its hands in Melee Combat with a Base Chance of 40% of doing 2D10 + 10 damage.

Comments: Because of the occupation by Rotbite, it remains animated until the Special Knowledge Counterspell of Shaping Magics is cast over it, or until its Endurance is exhausted.

AD&D® Game Awtawmatawn Statistics:

FREQUENCY: Unique

NO. APPEARING: 1

ARMOR CLASS: 5

MOVE: 15"

HIT DICE: 40 (180 hit points)

% IN LAIR: 0%

TREASURE TYPE: Nil

NO. OF ATTACKS: 2/3 rounds

DAMAGE: 5d8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 50% (see below)

INTELLIGENCE: High

ALIGNMENT: Lawful Evil

SIZE: L (30' tall)

PSIONIC ABILITY: 113

Attack/Defense Modes: B, C/F, G, H

LEVEL/X.P. VALUE: IX/33,300

From the golem, the awtawmatawn gains the following abilities: cast *slow* spell on any opponent within 1" of its front facing every other melee round; immunity to normal weapons—+2 or greater weapons required to hit; immune to physically-damaging spells other than *rock to mud* (which slows the monster 50% for 2d6 melee rounds, while *mud to rock* repairs all damage suffered by the golem), and *stone to flesh* makes the golem vulnerable to normal attacks on the next round (Note: a single use of this spell will affect 1d6 + 2 of the monster's Hit Dice.)

Because of its size, the awtawmatawn moves more slowly than the characters and may attack foes less than half its size twice every three rounds. It may attack larger foes and buildings once per round.

From Rotbite the horned devil, the awtawmatawn gains the ability to exude *fear* in a 30' radius (normal radius of 5' enhanced by its size—saving throw vs. wands applies); once per turn or melee round as applicable: *charm person*, *suggestion*, *infravision*, *know alignment*, *animate dead*, *pyrotechnics*, *produce flame*, *ESP*, *detect magic*, and *illusion*. Once per day, it can create a *wall of fire* of triple normal strength with regard to damage caused (3d8).

Rotbite's natural Magic Resistance is applied to all magical spells that can physically affect the golem's stone body or mentally affect his mind.

In his current form, the horned devil Rotbite cannot summon others of his kind.

Giant Leech (DQ rules only)

Natural Habitat: Swamps & Marshes

Frequency: Common

Number: 1-10 (5)

Description: A large, rubbery creature related to the snail and slug. It is a threat to any warm-blooded creature within 30 feet. Like the common leech it sucks the blood of its victims. However, this monster can grow up to two feet long.

Movement Rates: Swimming: 100

PS: 8-16 MD: None AG: 3-4

MA: None EN: 8-10 FI: 14-16

WP: 10-11 PC: 17-20 PB: 2-3

TMR: 2 NA: Skin absorbs 2 DP

Weapons: Leeches attack by attaching themselves to submerged parts of the victim's body (a Base Chance of 50%). On all subsequent pulses, the leech drains D10-7 (never less than 1) Damage, first from Fatigue and then from Endurance.

Comments: A victim has only a 1% chance to detect an attack while submerged. After losing all Fatigue Points, the victim will become aware that something is amiss. Attacks or a quantity of salt will kill a giant leech.

Swamp Shark (DQ & AD&D® rules)

See Encounter #5 in Chapter Three for this creature's description.

Dragonwright (DQ & AD&D® rules)

The dragonwright is a discarded nightmare created by the sorcerous experiments of the outlawed Dragon Cult. It looks like a spectral, not-quite-solid, decaying dragon corpse. Its color and other appearance features depend on the type of dragon that it was in life. Right now, the dragonwright in the Temple of the Dragon Oracle is a unique creature.

A dragonwright is a form of undead dragon. It combines the physical attributes of the dragon that it was in life with the life-draining and non-magical weapon immunity abilities of the undead wight. The dragonwright cannot fly (its decayed wings will not support it) and cannot use its breath weapon nor any spells known in life.

It still can use dragon fear, but not the rapid-fire attacks of the Forgotten Realms (AD&D® game) dragon.

To create a dragonwright, use normal dragon statistics. The resulting horror is immune to attacks by non-magic or non-silver weapons. Its touch drains life from victims.

Dragons slain by a dragonwright rise again as half-strength dragonwights. Characters slain by the dragonwright rise again as half-strength wights under the control of the dragonwright—humanoid, but with a distinctly draconic cast to their scaly features.

DQ rules: The dragonwright in the Temple of the Dragon Oracle was a black dragon. A dragonwright attacks as a dragon (same Base Chance) and does normal dragon damage when it attacks. Armor does not absorb the damage.

Use the low end of the characteristic range from the selected dragon type for the dragonwright's characteristics (even if the actual dragon was more powerful in life). Dragonwights wax and wane with the heavens as do wights (see wight monster description). They are minimum Rank 10 Adepts of the College of Celestial Magics. Dragonwights cannot be subdued. A dragonwright is a creature of Darkness.

AD&D® rules: The dragonwright in the Temple of the Dragon Oracle was a 7 HD black dragon. It does normal dragon damage when it attacks and drains an experience level for each attack that hits. See the wight description in Monster Manual I for a description of wight abilities, weapon and spell immunities, and weaknesses. Refer to the specific dragon description for Hit Dice, hit points, number of attacks and damage, and walking movement. A 6-9 HD dragonwright turns as a Spectre. A 10-13 HD dragonwright turns as a Vampire. A 14+ HD dragonwright turns as a ghost. Dragonwights cannot be subdued. All dragonwights are of Lawful Evil alignment.

The X.P. for a dragonwright is the same as for the living dragon from which it was formed.

Durguid of Five-Tree Circle

Human Druid, Level 7

Strength 10	Armor Class 3
Intelligence 13	Hit Points 38
Wisdom 16	# Attacks 1
Dexterity 13	Base THAC0 16
Constitution 12	Base Damage —
Charisma 16	Combat Bonuses —
	Alignment N

Equipment: Leather armor +2, shield, golden sickle +1, dagger, ring of protection +1, ring of feather falling, potions of healing and polymorph self, two flasks of oil, one flask of holy water.

Abilities: +2 saving throw vs. fire and lightning attacks, Identify pure water and plant and animal types, pass without a trace through overgrown areas at normal speed, immune to charm spells by woodland creatures, shape change three times per day into a reptile, bird or mammal (each change removes d6x10% of damage taken), speak the language of five sentient woodland creature types.

Spells: 4 4 3 1



Morgana Stargil-Trimtree

Half-elven Thief/Magic-user, Level 5/5

Strength 13	Armor Class 1
Intelligence 15	Hit Points 58
Wisdom 14	# Attacks 1
Dexterity 18	Base THAC0 16
Constitution 12	Base Damage d6
Charisma 16	Combat Bonuses —
	Alignment N

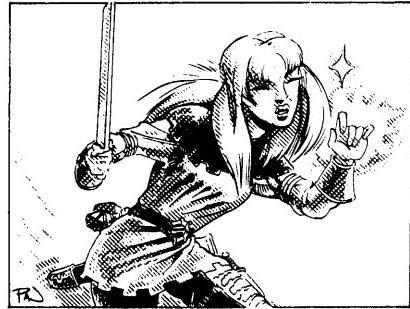
Equipment: Leather armor, ring of protection +3, short sword, dagger, nine darts, sling & bullets, potions of healing and speed, three flasks of oil, folding grapple, lock pick.

Abilities: Infravision to 60 feet, 30% resistant to sleep and charm spells, notice concealed doors 16 2/3%, find secret doors 33 1/3%, find concealed doors 50%, strike from behind at +4 for triple damage, pick pockets 60%, open locks 42%, find/remove traps 40%, move silently 40%, hide in shadows 31%, hear noise 20%, climb walls 90%, read languages 25%.

Spells: 4 2 1

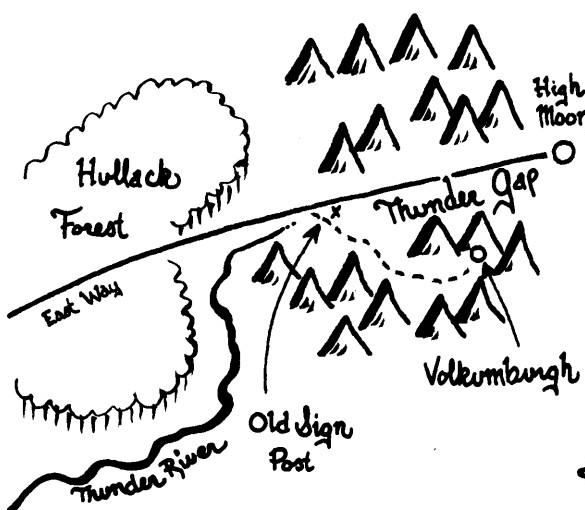
Spell Book

- Level 1: sleep, magic missile, feather fall, light, detect magic
- Level 2: invisibility, pyrotechnics, knock, rope trick, web
- Level 3: dispel magic, fly, haste, fireball



It took you long enough to make up your minds. One can only hope you will be more prompt in future matters. Meet me in Volkumburgh before the Feast of the Moon.

Amelior
Amanitas



Playing Aid #1

Morgana Stargil-Trimtree (young elf)

Aspect: Summer Stars

PS: 13 MD: 22 AG: 20 MA: 18 EN: 13
FT: 19 WP: 16 PC: 14 PB: 20 TMR: 7

Equipment: Leather Armor - 14% SC (36/S-9/13), short sword, dagger, nine darts, sling & bullets, potion of healing/6, potion of spell of quickness (36/S-12/6), folding grapple, lock pick.

Skills/Rank: Thief/5, Courtesan/4, Mechanician/2, short sword/4, dagger/6, Throwing dart/4, sling/2.
Ensorcelment & Enchantments Spells (spell code/Rank): G-1/3, G-2/3, G-4/2, G-8/2, S-2/3, S-3/2, S-4/1, S-5/2, S-12/1, General Knowledge Counterspell/1.

Notes: Morgana's nickname, "steel-eyed witch" fits the outer persona that she chooses to display. More than one overamorous bravo has been put in his place by just a stare. Still, it is just an act, a defensive mechanism. Morgana needs to prove that she is the best, as good or better than the tales she fabricates about her exploits—and often takes risks that seem at best, unwise.

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Durguid of Five-Tree Circle

Aspect: Moon

PS: 16 MD: 16 AG: 11 MA: 15 EN: 12
FT: 19 WP: 16 PC: 12 PB: 12 TMR: 4

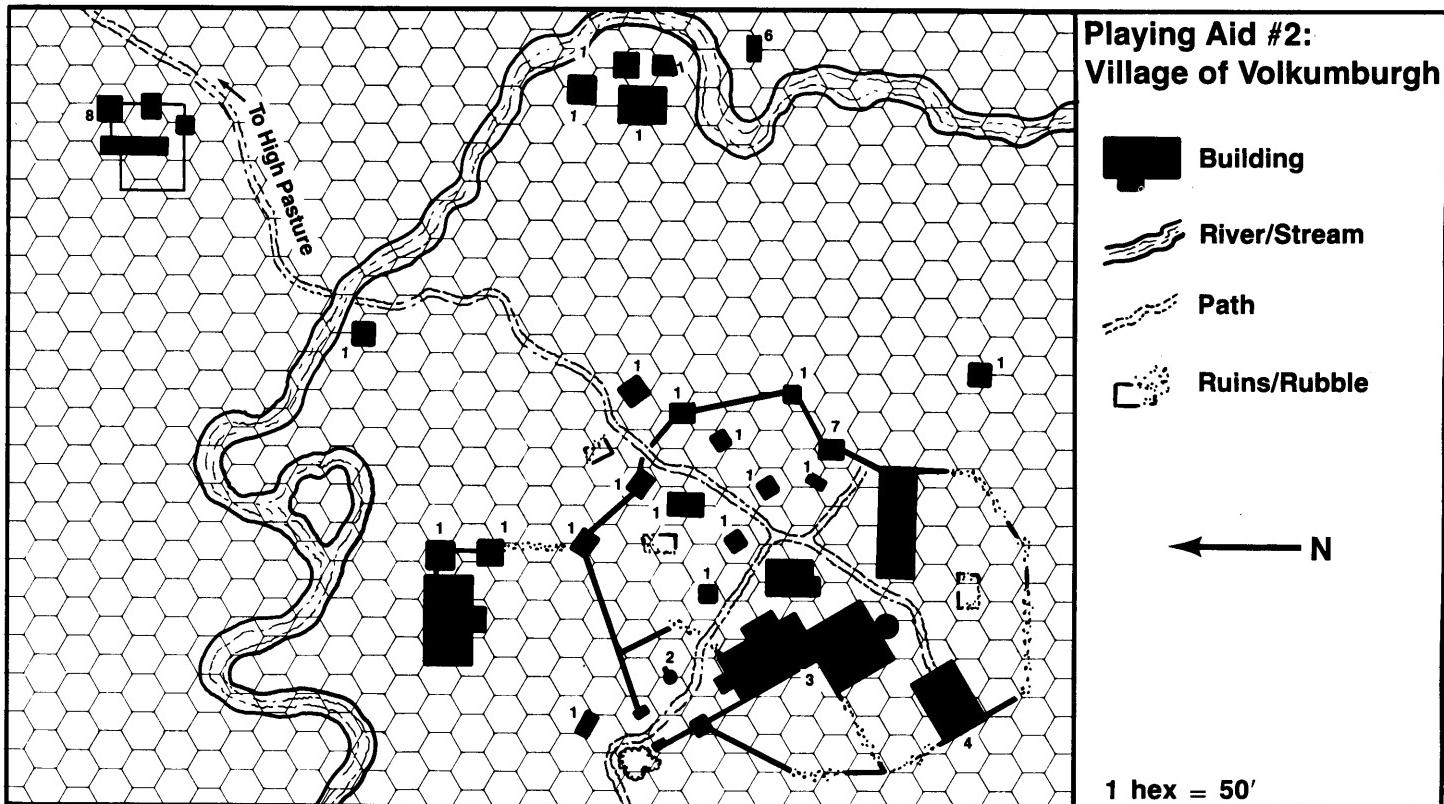
Equipment: Leather armor - 8% SC (36/S-9/4), small round wood shield, golden scimitar +8% / +3 damage (36/S-4/7), potion of healing/6, two flasks of oil.

Skills/Rank: Healer/4, Ranger/3—forests, Beastmaster/2, scimitar/6, small round shield/4.

Earth Magic Spells (spell code/Rank): G-1/7, G-2/8, G-3/5, G-4/4, G-5/2, G-6/2, G-7/2, G-9/3, G-10/7, R-1/5, S-1/3, S-4/2, S-7/3, S-8/6, S-9/4.

Notes: Although Durguid is technically an Adept, he considers himself a priest of nature. He associates other Adepts with the Black Magic Adept who killed his father (a master bow maker and champion archer). Durguid wishes to find ways to let man live in harmony with the forests, not cut them down to make new Dale lands.

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CHAPTER FOUR: The Statue Reunited



Encounter Setting

When the party returns to Volkumburgh, allow them to rest and recuperate for as long as a week. Regardless of how much they demand to see Amelior, he will not see them or pay them until he has completed the penultimate assembly of the awtawmatawn.

During this time, Lychor is not to be found anywhere. Even his room is vacant. There are no subsequent encounters with Valmous during this time. Even the gargoyles, wights, and wolves are quiet.

What if the PCs Don't Find the Pieces?

It is possible that the PCs may decide the awtawmatawn and/or Lychor are evil and refuse to have anything to do with it. If so, Lychor summons his undead allies and helps his "friend" Amelior get all the pieces (this has always been possible, but Lychor avoids personal risk). If the party is still in town, they become caught up in Wizard War! (encounter #2). If they have left, Red Rudyard, the village headman, catches up with them and pleads for their aid (see "It's Up to You," encounter #6).

"We Be Just Diggin', Ok?"

Finding the hand gives treasure hunters in town the idea that the lost treasure of the Volkumburghs is hidden somewhere in the village. They begin digging trenches and pits until the town green looks like a cratered battlefield. The villagers do not explain themselves.

Encounter & Events Key

Play the encounters and events in the order given.

1. With Baited Breath

Erek appears at the PCs' rooms one morning about a week after they have returned with the final piece. In his snide way, he states that Amelior wishes the PCs to witness the final assembly of the statue ... and to pick up their pay.

The clutter in the Alchemist's workshop has all been pushed aside and the scaffolding disassembled. The bulky 30-foot-tall statue stands without support. High overhead, its grimacing head hangs above the shoulders in a complex web of block and tackle and plumbing. It may be just a trick of the lighting, but it doesn't seem all that wonderful and benevolent looking anymore.

Amelior is frantically adjusting knobs on a huge, sealed copper kettle that seems to be connected to all those pipes overhead. As you enter, the kettle lid rattles and belches foul-smelling vapor into the room.

The Alchemist is glad to see the PCs. He explains that he is just about to lower the head. If his calculations are correct, the statue will animate as his potions weld the stone together. He begins pumping the fluid in the kettle through the pipes to the statue's neck.

The only way the PCs are going to find out about their payment right now is to ask. In a distinctly annoyed tone, the distracted Amelior will indicate to the PCs that their pay is in the office in a red sack. He then ignores the PCs to supervise Erek as the little man lowers the massive head.

There is indeed a red sack in the office. In fact there are about fifty red sacks in plain view. All but ten contain mineral samples. Nine contain other gemstones (not rubies) valued at about 1d10x1,000 SP/g.p. each. One contains the balance of payments owed the PCs—between 20,000 and 100,000 SP/g.p. worth of red rubies. It takes 20 minutes (~2 minutes per searcher) to find the right sack. During this time, Amelior completes the awtawmatawn and Encounter #2—Wizard War begins (roll 1d10 and add 2. This is the number of minutes that elapse between the time the PCs begin searching the office and when Valmous attacks).

Regardless of what the PCs do here, the statue's head will connect with the body. The eyes (or eye) begins to glow. At about the same time an explosion outside rocks

the workshop as Encounter #2—Wizard War!, begins.

Note: If the PCs leave for the office for even a moment and then return, the office is cleaned out—everything of value and the multitude of chairs is gone (see Epilogue for explanation).

2. Wizard War!

Near the edge of town, a mushroom cloud of smoke climbs into the sky and a great winged thing and its rider appear out of the black billows. The sharp crack of thunder drowns out the villagers' screams as a brilliant bolt of lightning strikes the flyer and its rider. Initially it seems that both plummet to the ground with a sickening thud; but then you notice a small figure floating down slowly like a feather.

A loud pounding on the door and cries for help echo in the workshop.

The villagers want the party to aid them against invaders. They are desperate.

Valmous is attacking Volkumburgh from the east. He leads any of the surviving Rune Adepts (there were a total of four) and a small host of 40 neanderthals. Valmous is intent on destroying the statue (and possibly the PCs whom he believes responsible for its reconstruction). The neanderthals just attack anything in their way.

Simultaneously, a second invasion of 100 skeletons, 20 zombies and 10 wights lumbers up from the south.

For variety, when the forces of Valmous and the undead attack the village, the DM may wish to have other players (not from the party) take the part of the invaders.

Lychor casts aside all pretenses of being a humble cleric to counterattack against both invasions, appearing to defend the village. He is just making sure the awtawmatawn is completed. Once he sees it break out of Amelior's shop, his mission ends and he departs.



3. It Lives! It Laughs! It's Loose!

Presuming that the party is trying to do the right thing, they have probably rushed to the front of the invasion along the east edge of the village. Let about three rounds of combat occur as the PCs fight alongside Lychor and 4d6 villagers against the invaders. Let the PCs and villagers get caught in the fringes of one of Lychor's more potent spells, possibly killing a few villagers. The party should get the feeling that Lychor could personally deal with an army and that he has little care for the lives of others.

In the middle of the third round of combat (regardless of who has initiative), read the following:

A deep booming voice, like thunder in a cathedral, echoes across the scarred battlefield, "I live! I live! Hear me world of mortals: I live again. This time none shall stop me!"

Peals of thunderous laughter end this pronouncement, followed in turn by cracking wood and crumbling stone as Amelior's workshop comes crashing down around the laughing awtawmatawn.

The followers of Valmous stop fighting. In fact, every NPC and monster on the field stops fighting as all eyes focus on the awtawmatawn. When the monster's pronouncement has had time to sink in, Lychor casts one more deadly spell at Valmous and the combatants around him (if Valmous is already out of the action, pick a target that will do the most damage to all concerned). Unprepared for such an attack, Valmous is taken out of action for the rest of the battle.

4. Trashing Volkumburgh

It takes about 10 minutes of rather clumsy experimenting for Rotbite, the devil (AD&D® game: horned devil) who controls the golem, to once again become comfortable with its control of the awtawmatawn. He may try to practice stomping the followers of Valmous (keeping both

the monster and Valmous busy for a time). After tiring of pointless exercise and being a methodical creature, the devil then begins to destroy the town. It attacks by kicking or crushing buildings and stepping on any people or livestock it can find. It destroys buildings in no particular order, except to begin with the closest building.

Sometime during the creature's rampage, it will attack the Crimson Wyrm and in so doing, reveal its hidden treasure; and will crush Amelior's workshop into little teeny-tiny splinters (including any magical items, potions, devices, and red bags of gemstones).

Building Bashing

Each building in Volkumburgh has a structural rating. This is the number of points of structural damage a building must sustain before it comes crashing down (although most of the building may be destroyed without it falling down all the way). The structural rating and construction material for each building are listed adjacent to each building on the DM Map of Volkumburgh (Map 7).

The awtawmatawn, seige machines, and, eventually, the PCs will be able to do structural damage to the buildings. Each time a building takes one or more points of damage, keep track of the damage by marking the map.

The awtawmatawn's attacks do 8 points of structural damage to wood construction, 3 points to earthen construction, 5 points to soft stone or brick construction, and 2 points to hard rock construction. If the giant golem just steps on something, it does half the above damage.

5. What about Amelior?

Amelior survived the destruction of his workshop, but just barely (figure that he's taken about 80% damage—he's in no condition to fight or cast spells). If the party looks for him, Erek, or their gems, it will take 1d6 minutes of searching to find the man.

You find Amelior and Erek trapped together in the rubble. It takes several minutes to find them, but when you do, you realize that Erek is dead. He had apparently shielded the Alchemist with his own body and in doing so grew to over six feet in height.

Amelior is a bundle of complex and confused emotions right now. He is grief-stricken over the loss of his assistant; both aghast and embarrassed about having created a menace; angry at being tricked by Lychor, whom he trusted; and confused about what to do. He keeps mumbling "Whatever shall we do, Erek? Whatever shall we do?"

If the PCs search Amelior or ask for magical assistance or search his clothing, they will come up with all he has to offer: seven potions and three sealed brass bottles. Three of the bottles are labeled as *potions of growth* that will cause the drinker to grow to 30 feet tall if all is imbibed (five "mini-swigs" of 6-foot growth each), and three more are labeled as *potions of giant strength* that if imbibed will grant the powers of one of the types of giantkind (see table below). The last one states only "drink me if all else fails." For the description of this potion's effects, see encounter #7.

One of the brass bottles is labeled "Hasan" and contains Amelior's guardian djinn. The other is labeled "The guys" and contains his devoted ogres (see Amelior's NPC description). The third is labeled "ballista" and contains a ballista siege machine (like a giant crossbow), 20 ballista bolts, and a crew of four zombie artilleers.

Ballista: range 10 to 920 feet. Damage to awtawmatawn: DQ rules: 1D10+2; AD&D® game: 2d6 (the magical nature of the golem prevents these from doing full damage). DQ rules Base Chance: 40%. AD&D® game "To Hit" chance: 11. Rate of fire: one shot every four combat rounds. Structural points: 2.

After the party gets these items, Amelior wanders off weeping with Erek's body cradled in his arms. He flees Volkum-



burgh, taking all his goods with him (see Epilogue).

6. "It's Up To You"

About the time that party should have Amelior's supplies (or if they are still having a problem figuring out what to do), a harried looking Red Rudyard (the village headman and innkeeper) comes up and pleads, "We are lost, it's up to you. Save us and whatever we have is yours."

What should happen is that several members of the party should drink one each of the growth and giant strength potions (Note: characters who grow do only +1 additional damage/6 feet of growth if they do not also drink the giant strength potion). The rest of the party should cast spells and guide the zombie artillery crew.

If PCs drink the giant strength potion, roll 1d20 on the table below to determine the type of strength gained.

d20	Type	Damage Bonus	Throw Rocks
1-6	Hill Giant	+ 7 Dmg	1d6 to 8"*
7-10	Stone Giant	+ 8 Dmg	1d12 to 16"*
11-14	Frost Giant	+ 9 Dmg	1d8 to 10"*
15-17	Fire Giant	+ 10 Dmg	1d8 to 12"*
18-19	Cloud Giant	+ 11 Dmg	1d10 to 10"*
20	Storm Giant	+ 12 Dmg	1d12 to 16"*

This damage is added to bonuses for growth.

* DQ rules: This is an AD&D® game rules convention indicating increments of 10 feet indoors or 10 yards outdoors.

7. "Drink Me If All Else Fails"

Drinking Amelior's potion with this label transforms the imbiber into a mature red dragon (use Flashfire's stats). The character who drinks the potion is now one of the fiercest fighting machines in the world and can probably make short work of the awtawmatawn. However, the transformation is permanent and cannot be removed by spell magic (neither a DQ rules counterspell nor AD&D® game dispel magic will work). A quest or undis-

covered ritual of the DM's devising is needed to return the character to normal.

Although the player may think that being a red dragon is a wonderful idea, the character should eventually become an NPC because he eventually becomes dragonish and evil. The dragon-character will also be the focus of attention by the Dragon Cult, wizards, alchemists (who want pieces of dragon), and other adventurers. Furthermore, if the dragon plaza at the Temple of the Dragon Oracle was left intact, the character must make weekly saving throws (DQ rules: 3xWillpower; AD&D® game: saving throw vs. wands at character's original class and level) or succumb to its siren call.

8. The Secret Cave (Map 7—Inset #2)

When the awtawmatawn crushes the Crimson Wyrm, it falls, like a man stepping unawares into a hidden post hole. The golem has collapsed the ceiling of a hidden cave beneath the inn. Should anyone take the time to look in the hole, they see a huge pile of treasure.

The lost Volkumburgh Treasure has lain here for centuries, only 50 feet beneath the village. A narrow passageway connects with a trap door buried beneath where the awtawmatawn's hand was hidden—under the fountain in the green.

9. The Lost Treasure of the Volkumburghs

Although it's not quite a dragon's hoard, there's enough treasure here to make up for anything lost in Amelior's shop and Red Rudyard did say that all they had was yours.

Of course, Red Rudyard didn't know about the treasure then. Although the villagers are more than glad to be saved, they are not very pleased with the idea of giving THEIR treasure to a bunch of foreign thugs who, after all, were responsible for bringing the awtawmatawn back

to life.

If the PCs just take the treasure, they make enemies of the entire village. Something like this could unify them and start a blood feud against the PCs. The villagers were already talking about using THEIR treasure to buy assassins to eliminate both Amelior Amanitas (where is he?) and Lychor.

If, on the other hand, the PCs let the villagers have the whole thing, they are being taken advantage of. Let the party argue with the stubborn villagers until a workable solution is achieved. The villagers will not willingly settle for less than 50% of the treasure.

If unscrupulous PCs decide that the world won't miss one tiny unknown village more or less, you may wish to prevent wholesale slaughter by having Valmous and his surviving followers show up in time to save the day (possibly with another 50 neanderthals). He decides to re-create the College of Shaping magics right here in Volkumburgh and will back up the villagers' claims.

The treasure is worth 175,000 SP/g.p. and consists mainly of bulky gilded and gemmed art objects, a squad of elegant marble statues of athletes, a few boxes of gold coins, a large collection of ancient religious articles made of precious metals, at least ten well-preserved books of history, a bag or two of gemstones, and one minor magical item of the DM's choosing. Be creative in making up an "Oh Wow, lookit all dat stuff!" treasure.

If the PCs agree to divide the Treasure of Volkumburgh with the surviving villagers, they are treated (at least outwardly) as friends and even heroes. If the PCs try to resurrect the dead villagers, they are treated with true respect. If the PCs act like miserly bullies, then they are treated coldly (OK, they're treated like rancid pond scum).

Epilogue

As previously mentioned, the villagers have decided to punish Amelior and Lychor for destroying their village and killing their families (treasure won't easily resurrect lost loved ones).

If the party looks for Amelior Amani-

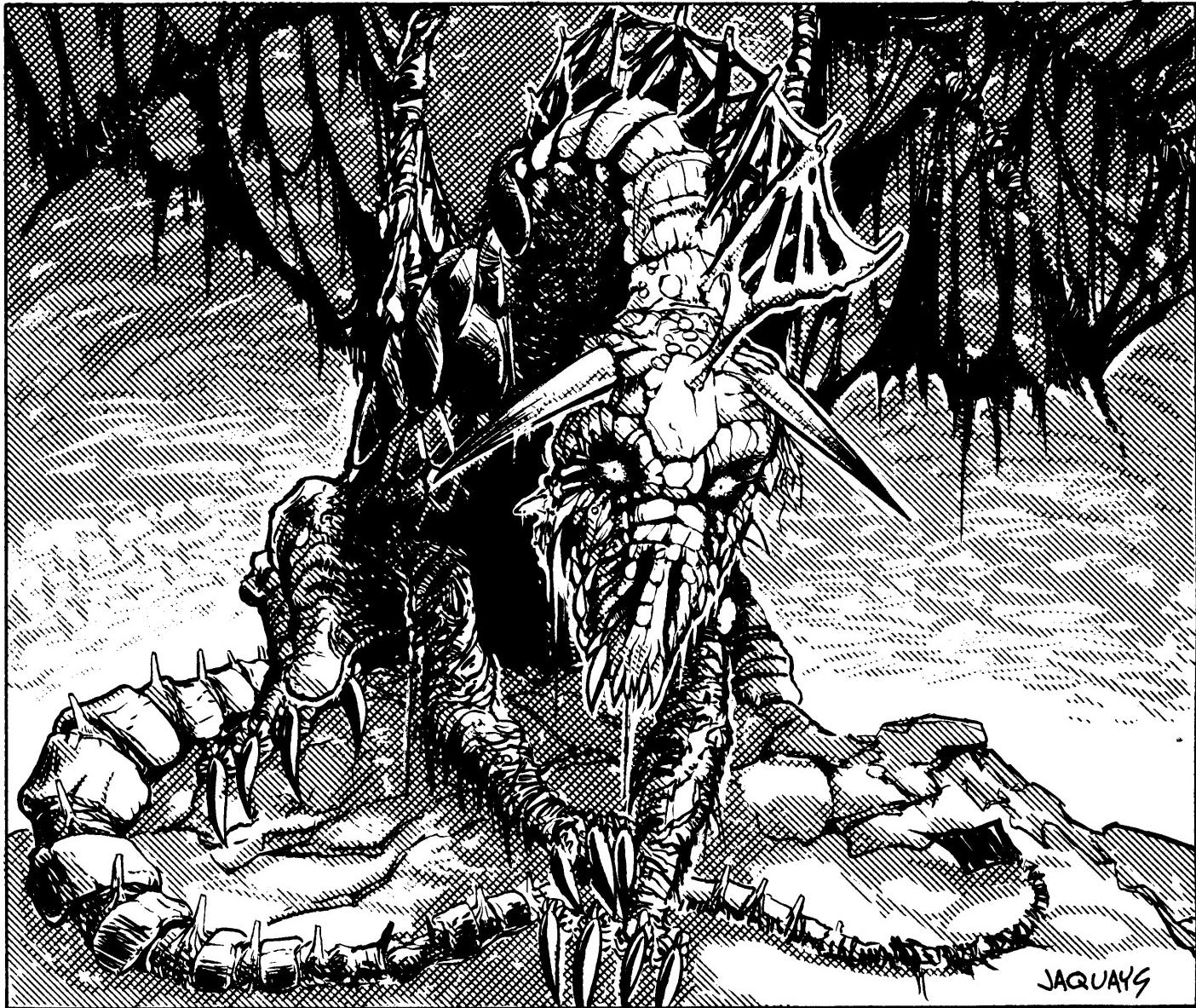


CHAPTER FOUR: The Statue Reunited

tas, they will not find him or Erek's body. In fact, even the pile of demolished rubble at Amelior's workshop looks smaller. Amelior and a revived Erek have slipped out of town, using one of Amelior's exotic, one-use artifacts to go back in time, empty the workshop of important val-

ables and then return with them to the current time stream. Far off in the distance, the PCs can see a colorful spot in the sky just before it passes behind a mountain—Amelior's marvelous flying gasbag is taking Erek and him to far less controversial lands.

Things will eventually settle down again in the village, but life will probably never be quite the same again as the rediscovered Colleges turn Volkumburgh into a hub of activity.



Arcane Wisdom



ARCANE WISDOM is a supplement to the DRAGONQUEST® fantasy role-playing game. As such, the material in this appendix is not usable alone. You must have the DRAGONQUEST game in order to use the information contained here.

Only a portion of the original ARCANE WISDOM material is included in this supplement—specifically, two new Colleges of Magic: The College of Rune Magics and the College of Shaping Magics. The chapter and section numbering of the original DQ rules has been retained for ease of reference.

88. Incorporating New Colleges into the Game

The new Colleges of Magic in this booklet operate in all ways identically to the original 12 Colleges in the DRAGONQUEST® rules proper. Each College possesses a General Knowledge and Special Knowledge Counterspell, and these are known to Adepts of the College of Naming Incantations, just as other counterspells are. The Colleges of Rune Magics and Shaping Magics are part of the Entities. All of the provisions of Sections 25 through 35 of the DRAGONQUEST rules apply to these Colleges.

The GM who is concerned with maintaining continuity may have to invent a rationale, explaining why players have been unaware of these new Colleges (*The Shattered Statue* attempts to do just that). Also, the Namers of his or her world should be given certain allowances pertinent to the knowledge of the counterspells for these Colleges, especially for a character who has risen in power and knowledge of all other counterspells. Possibly a temporary reduction of the required study time or Experience Point cost may be implemented to allow a Namer an opportunity to catch up.

90. The College of Rune Magics

The College of Rune Magics is concerned with the use of special symbols of power to shape mana into desired forms. A Rune is a graphic symbol representing some actual, elemental, or mystical force. In rare cases, additional Runes may be developed or discovered which employ parts of existing Runes. However, much of the power of the runes derives from their constant usage over many centuries, and most useful Runes will be known to all Adepts of this College (or at least be readily available to them with a very little bit of research).

In addition to the power of the Runes themselves, part of the power of this College derives from the use of special materials to construct the Runewands and Runesticks into which the Runes are usually inscribed. The Runewand Table and the Runestick Chart describe the special properties of various types of Runewands and Runesticks.

Adepts of the College of Rune Magics may use their talent magic without restriction and may use some spells by merely inscribing the appropriate Rune on an item to be enchanted. In most cases, spells and rituals of this College require the Adept to employ Runesticks or his personal Runewand in casting the spell or performing the ritual.

As part of his initiation into the mysteries of this College, the Adept is required to prepare a Runewand for himself. Usually, one or more of his teachers will participate in the endeavor as well. If the Runewand being manufactured is of exceptionally costly materials, the Adept will be required to go into debt to pay for those materials, but in most cases the material will be of some cheap, common wood, and the Adept's labor during his apprenticeship will be sufficient to cover the cost.

Runewands are of three types: Rods, Staffs, and Sceptres. All three operate in basically the

same manner. However, in addition to its magical properties, a Staff may be used as a normal weapon, having exactly the same characteristics as a quarterstaff (although it is usually lighter in construction). A Sceptre may also be used as a weapon, having the characteristics of a ceremonial mace. A Rod may never be used as a weapon, since it is often nothing more than a switch or hollow tube, looking much like the traditional magic wand.

When a character is initiated into the College of Rune Magics, the character's player rolls d100 and consults the Runewand Table to determine the type of Runewand the Adept receives from his teachers. An Adept may later equip himself with a different type of Runewand or create (or purchase) another Runewand of the same type to replace a previously possessed Runewand that has been damaged, destroyed, or stolen. An Adept may own any number of Runewands, but may use only one at a time.

Runewands are created by performing the Ritual of Fashioning Runewand (Q-2). Runewands are considered magical weapons for all purposes and definitions.

In order to use a Runewand manufactured by someone else, the Adept must successfully read the Runes inscribed on the Runewand, using Talent T-3. If he fails to do so, he may not use the Runewand. Even if he successfully reads the Runes inscribed on a Runewand which he did not manufacture, the Adept still suffers a penalty when using the Runewand. The Base Chance for any spell or ritual performed with the aid of that Runewand is reduced by 20.

Runesticks are small sticks carved of various woods or soft materials (which do not interfere with the flow of mana) and incised with Runes appropriate to the purpose of the Runesticks. Unlike Runewands, Runesticks are not multi-

purpose tools which can be used for a variety of spells or rituals. They are specifically created to work with a single spell or ritual. Exception: The Warding Rune is used in a variety of spells and rituals, and Runesticks containing this Rune may be used in any of them. Runesticks are fashioned and prepared using the Ritual of Fashioning Runesticks (Q-1) and may be manufactured of any material listed on the Runestick Chart.

An Adept may use Runesticks fashioned by someone else, but he must first successfully read the Runes incised on them. The Base Chance is reduced by 10 when an Adept attempts to perform a ritual or cast a spell with Runesticks not of his manufacture.

In some cases, the Adept may have to draw or carve a Rune into some object to be enchanted instead of using Runesticks or a Runewand to perform the magic. In order to write the rune, the Adept may use any substance that will mark the surface of the object to be enchanted. However, some substances will work better than others at creating the desired enchantment (see 90.2). Any tool may be used to carve a Rune into a substance, so long as the tool is hard enough to do the job and it is not composed of Cold Iron. Exception: The Adept may use a tool containing Cold Iron if the Cold Iron is neutralized as per 29.1.



The Base Chance of performing a talent, spell, or ritual of the College of Rune Magics is modified by the addition of the following numbers:

The talent, spell or ritual requires the use of Runesticks, and the Runesticks used by the Adept are...

Made of Gilded Metal	20
Made of Silvered Metal	15
Made of Mistletoe	10
Made of Ashwood	8
Made of Oak	8
Made of Cedarwood	5
Made of Aspenwood	3
Made of Chestnut	3
Made of Pinewood	-5
Made of Yarrow	-5
Manufactured by someone other than the Adept	-10

The talent, spell or ritual requires the use of a Runewand, and the Runewand used by the Adept is...

A Truesilver Sceptre	25
A Gilded Sceptre	22
A Copper Rod	18
An Ebony Rod	14
An Ivory Rod	12
An Ash Staff	10
A Cedar Rod	10
A Blackthorne Staff	8
A Bronze Sceptre	8
An Oak Staff	5
A Willow Rod	2
Manufactured by someone other than the Adept	-20

The talent, spell or ritual requires drawing of a Rune on an object to be enchanted and the substance used to draw the Rune is...

Fresh blood from a dragon	50
Fresh blood from a member of a character race	20
Ink impregnated with particles of platinum*	20
Ink impregnated with particles of gold**	15
Ink impregnated with particles of silver***	10
Fresh blood from a mammalian being	5

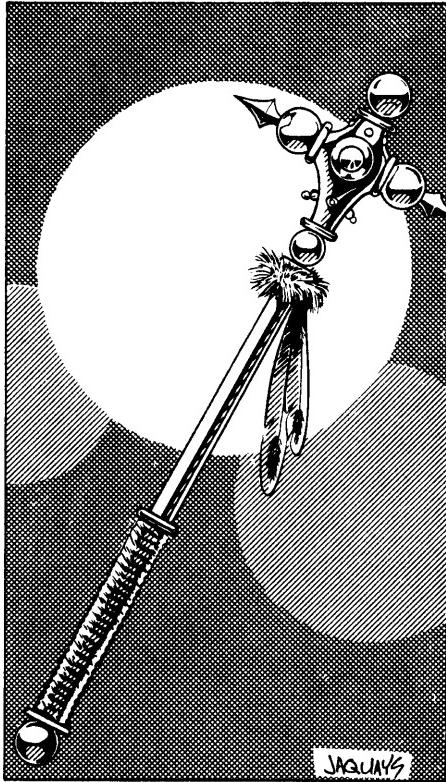
*Average cost of 90 Silver Pennies for enough ink to draw one Rune (i.e. to cast one spell).

** Average cost of 60 Silver Pennies for enough ink to draw one Rune.

*** Average cost of 5 Silver Pennies for enough ink to draw one Rune.

In all cases, the weight of one vial with sufficient ink to draw one Rune is 5 ounces. It normally takes one minute to draw a Rune.

In most cases, these modifiers are not cu-



mulative. As an exception, modifiers for the type of Runewand or Runestick used are added to the modifiers pertaining to materials of a particular type.

In addition, the Cast Chance is affected by all modifiers listed in 27.7 of the DRAGONQUEST® rules, except that the number of hours spent preparing a spell has no effect on the Cast Chance of the spell, as is the case in other Colleges. Rune Magicians may not engage in Ritual Spell Preparation as outlined in 32.1.

The Rank of an Adept in the Ritual of Fash-ioning Runewand and the Ritual of Fashion-ing Runestick do not affect the efficacy of a spell cast using the Runesticks or Runewand created via those rituals. It affects only the ac-tual performance of the rituals of fashioning.

T. Talents—College of Rune Magics

T-1. Read Ancient Languages

All Adepts of the College of Rune Magics have a 10% chance (+3/Rank) of knowing any an-cient (including "dead") language or dialect encountered at a Rank equal to their Rank with this talent. There is a 40% chance (+3/Rank) that the Adept will be able to puzzle

out the type of language if he does not know it. If the Adept puzzles out the language (from clues such as root words in known lan-guages), he will have Rank with the language equal to half his Rank with this talent (round up) after spending 20 hours (-30 minutes/Rank with this talent) attempting to master the nuances of the language. An ancient lan-guage may be studied in this manner either via written word (tomes, inscriptions, etc.), in which case, the language is known only in written form, or via communication with a speaker of the language (in which case, the language may be known only in oral form, un-less the speaker can be persuaded to explain a written alphabet.)

An Adept may increase Rank with an an-cient language that he has puzzled out by spending one week per Rank practicing the language until he knows it at the same Rank as his Rank with this talent. If he wishes to gain Rank with an ancient language which is greater than his Rank with this talent, he must follow the normal procedure to gain Rank with a language as described in 49 and 87 (in the DRAGONQUEST® rules). Rank with this talent is exactly analogous to Rank with spo-ken or written languages as described in 49. Thus, a character of Rank 5 with this talent would be able to read and/or write an ancient language he knew with the proficiency of someone who knew that language at Rank 5 (3,000 to 5,000-word vocabulary, concepts pec-u-liar to the language or alien to the character understood). This talent's Experience Multi-ple is 250.

T-2. Decipher Codes and Ciphers

Any Adept of this College has a 25% chance (+3/Rank) of being able to break any code or cipher if he studies it for 12 hours (-1/Rank, +1/Rank of the Adept who created the code or cipher with T-4). The Adept's chances of breaking a cipher or code are decreased by 3 for every Rank the Adept who created the code or cipher had with T-4 (Create Codes and Ciphers) of this College. The Adept must concentrate on breaking the code or cipher for an unbroken period of time equal to that neces-sary to break the code or cipher before a d100 roll can be made (by the GM) to determine his success. This talent's Experience Multiple is 250.

T-3. Read Runesticks

Any Adept of this College has a 30% chance (+3/Rank, -3/Rank of the crater with Q-1) to successfully read the Runesticks of another Adept of the College of Rune Magics without assistance. If assisted by whoever created the Runesticks, there is a 70% chance (+3/Rank,



$-3/\text{Rank}$ of the creator with Q-1) of detecting misinformation given in the guise of assistance. Only Runesticks which have been successfully read may be employed to cast a spell or perform a ritual of this College. Runesticks which have been "successfully" read, but incorrectly assessed due to false assistance, may be used, but they will automatically backfire. The GM always rolls to determine the success or failure at the moment this talent is applied. An Adept automatically reads the runes (though not necessarily correctly) when assisted by the creator of the Runes. This talent's Experience Multiple is 100.

T-4. Create Codes and Ciphers

An Adept of the College of Rune Magics can create a code or cipher which a normal character or NPC would have only a 1% chance of breaking, but which another Adept of this College would have a greater chance of breaking. The Rank of the code or cipher's creator modifies all attempts to break the code or cipher by $-3/\text{Rank}$. The Experience Multiple for this talent is 150. It takes one hour to create a code or cipher.

T-5. Summon Wand

An Adept can summon to him any Runewand he has created that is within 10 feet ($+10/\text{Rank}$) of him. The Adept simply wills the wand to come to him (requires a Pass Action in combat) and the Runewand leaps into his hand. The Base Chance to successfully use this talent is 40% ($+3/\text{Rank}$). The Experience Multiple for this talent is 250. Note: This talent can operate only if the path between the Adept and his Runewand is not blocked by anything through which the Runewand could not normally pass (such as a wall or person). Only the Runewand is summoned; nothing surrounding or attached to it travels with it.

G. General Knowledge Spells

College of Rune Magics

G-1. Detect Aura Spell

Base Chance: 45%.

Range: Unlimited within sight.

Duration: Immediate.

Resist: May only be actively resisted.

Experience Multiple: 100. The Adept must point his Runewand at the object of the spell and pronounce the name of the Detect Aura Rune. The spell then operates in the same manner as the Detect Aura talent (T-1) of the College of Naming Incantations (see DRAGONQUEST® game rules, 39.3).

G-2. Spell of Darkness

Base Chance: 45%.

Range: 15 feet ($+15/\text{Rank}$).

Duration: 15 minutes/Rank.

Resist: May not be resisted.

Experience Multiple: 75.

The Adept creates a volume of darkness (1000 cubic feet) of any shape he desires. At Ranks 1 through 5, the spell creates darkness equal to a cloudy night. At 6 through 10, it creates darkness equal to a sealed room. At Rank 11 or higher, it creates absolute blackness that no non-magical light source (including torches) can penetrate. The volume of darkness created may be increased by 500 cubic feet/Rank. In all cases, the darkness will emanate from the tip of the Adept's Runewand, but will last for only so long as the Runewand remains unbroken in the Adept's possession.

G-3. Spell of Light

Base Chance: 50%.

Range: 15 feet ($+15/\text{Rank}$).

Duration: 15 minutes/Rank (x1, if unranked).

Resist: May not be resisted.

Experience Multiple: 75.

One 10-foot cube (1000 cubic feet) area may be brightly lit. The lighted area may be any shape (even pencil thin), but must emanate from the tip of the Adept's Runewand and will last for only so long as the Runewand remains unbroken in the Adept's possession.

G-4. Spell of Pyrogenesis

Base Chance: 40%.

Range: Touch of Runewand.

Duration: Immediate (during pulse).

Resist: May only be passively resisted.

Experience Multiple: 75.

One small flammable object or entity may be caused to burst into flame by the touch of the Adept's Runewand. Thereafter, the flames are fueled by the object or entity. They may be extinguished normally. Note this spell is meant to be used to light matches and cause insects and small furry animals to burst into flames. It is not meant for use against human-sized figures.

G-5. Curse Spell

Base Chance: 35%.

Range: Touch with Runewand.

Duration: Until dispelled by the appropriate counterspell.

Resist: May be actively and passively resisted.

Experience Multiple: 400.

The Adept may curse one target (which he must touch with his Runewand) with any of the possible minor curses listed (following) that he has the necessary Rank to employ

(Rank: Possible curse). The touch is automatic, but the spell must be prepared normally.

1-8: The adept may afflict the target with hallucinations that will reduce the target's Perception by 5 in addition to any specific effects. The GM and the Adept must work out the exact nature of the hallucination at the time that the curse is made. Hallucinations should, however, be of a minor, generalized nature: seeing colored lights in the distance, hearing sounds like the clanking of weaponry, smelling meat cooking from time to time, and so forth. The severity of the hallucinations (and the decrease in Perception) will be more pronounced if the spell takes double or triple effect.

6-10: The Adept may afflict the target with increasing physical debilitation that will decrease Physical Strength by 1 immediately, and will subtract 1 from Endurance at the end of each day until the curse is dispelled.

11-15: The Adept may afflict the target with total loss of any one sense (sight, smell, touch, hearing, taste) for a number of weeks equal to the Adept's Rank with this spell. The loss of senses takes place immediately.

16-20: The Adept may afflict the target with extreme paranoia and nightmares. The target will recover only 1 Fatigue Point per hour from taking a nap, and only 2 per from sleeping. In addition, the target will feel haggard and imagine himself pursued by phantasms. He will, unless the curse is first dispelled, eventually become more and more estranged from reality, distrustful of friends and companions, and obsessed with the idea of destroying his enemies (who he thinks are "all around"). If the curse is not dispelled within D10x a number of days equal to the Willpower of the target (minus 2x the Adept's Rank with this spell), the target will completely lose touch with reality. He will then plot to destroy his friends in the belief that they are "out to get him" and will exhibit other bizarre behavior. He will be cured of the advanced stage of this affliction only by having the curse dispelled and then spending a number of days equal to the Adept's RankxD10 in rest and recuperation.

G-6. Spell of Illusion

Base Chance: 30%.

Range: Unlimited within sight.

Duration: Until dispelled by the appropriate counterspell.

Resist: Must be disbelieved instead of resisted.

Experience Multiple: 200.

The Adept places a single Runestick carved with the Rune for this spell and a Rune repre-



senting an object or entity of his choice on the ground, afloat in the water, etc. The stick will then appear to all except the Adept to be the same object or entity as the Rune incised on the Runestick. The image will be inanimate and will remain even when touched. However, the illusion can be disbelieved and assigned a difficulty factor, as outlined in 38 (DRAGONQUEST® rules), based on the Adept's Rank with this spell.

The illusion will appear to be full-sized, even though the small stick represents the object or entity, and will have tactile, auditory, olfactory, and visual elements (although it will lack the mobility of the object it represents).

G-7. Control Entity Spell

Base Chance: 10%.

Range: Target must be bound to Runesticks.

Duration: So long as Runesticks are worn.

Resist: May be actively and passively resisted.

Experience Multiple: 550.

The Adept must successfully bind three Runesticks containing the binding Rune onto the entity being controlled. This may mean that the Adept or one or more of his companions will have to enter Close Combat with the entity in order to bind the sticks to it (50% Base Chance). In other cases, the Adept maybe able to induce the entity to put the sticks on itself voluntarily (via trickery, for example). Once the sticks are in place, a Cast Check is immediately made to determine whether or not the sticks function. The spell need not be prepared, and no Fatigue is expended to cause it to take effect.

This is an exception to the normal casting of a spell which is mandated by the unusual nature of the Runesticks. Once cast, this spell remains in effect until the Runesticks are no longer bound to the target (who may not remove them himself unless so commanded by the binder). Until that time, the target will freely do the bidding of the Adept, acting in all ways as his loyal servant (even to the extent of fighting anyone trying to remove the Runesticks from him).

G-8. Spell of Purification

Base Chance: 30%.

Range: Substance must be touched with Runestick.

Duration: Immediate.

Resist: May not be resisted.

Experience Multiple: 100.

The Adept may turn any aqueous substance into potable water by touching the substance with a Runestick that has had a Purification Rune incised into it. The Adept may purify 1 quart (+1/Rank) by volume with this spell. Note: This spell may be used to neutralize

poison in solution.

G-9. Runelock Spell

Base Chance: 30%.

Range: Target must be painted with Rune.

Duration: Until dispelled or broken.

Resist: May not be resisted.

Experience Multiple: 200.

This spell may be cast over any portal (door or window) that can normally be opened or closed. It effectively locks the portal with an unpickable lock. The portal may still be forced open by brute strength. In this case, the Physical Strength of all the figures attempting to force the portal are totalled and multiplied by the Difficulty Factor of the task. The Difficulty Factor is always a function of the Rank of the spell: if the Rank of the spell is 1-5, the Difficulty Factor is 2.0; if Rank 6-10, the Difficulty Factor is 1.5; if Rank 11-20, the Difficulty Factor is 1.0. In order to place a Runelock on a portal, the Adept must draw or paint the Runelock Rune on the portal. He may only then cast the spell.

Q. General Knowledge Rituals College of Rune Magics

Q-1. Ritual of Fashioning Runesticks

The Adept must use this ritual to actually carve the appropriate Rune(s) on a stick fashioned of any material listed in 90.4 (The Runestick Chart). At the time the Adept fashions the Runestick, the Adept's player must announce what Runes are being cut into the stick (i.e., what spell or ritual the Runestick can be used to perform). Careful records must be kept of the number and type of Runesticks carried by a character. Whenever an Adept wishes to cast a spell or perform a ritual using the Runesticks in his possession, he prepares the spell or performs the ritual normally using the Runestick(s) only to cast a spell once it is prepared. Until a spell is cast, the Runestick is unaffected by the preparation. However, once a Cast Check is made, whether successful or not, the Runesticks used in that spell or ritual are used up. They retain the power necessary to keep the spell or ritual in effect for its normal duration, but are otherwise of no magical value. They can never be "recharged" or reused, although the materials they comprise may be refashioned (see note). Once they have been fashioned as a part of this ritual, Runesticks are permanently imbued with the power of the spell or ritual represented by the Rune(s) cut into them. Only one spell or ritual may be imbued in each stick. It takes a length of time equal to that listed on the "Time" column of the Runestick Chart (-1/Rank,

but with a minimum of 1 minute) to perform this ritual. Only one stick may be produced per ritual. It costs 10 Fatigue points (-1/ three Ranks or fraction) to perform the ritual, and the Base Chance of successfully performing it is 55% (+3/Rank), and there is no backfire. This ritual's Experience Multiple is 100.

The actual materials in a Runestick, once used in a spell, may be used to fashion new Runesticks for future spell-casting. This requires a new Ritual of Fashioning Runesticks, during which the Runesticks are refashioned (carved or cast). Runesticks used in a spell or ritual that backfires are destroyed (burned up), and the materials may not be refashioned into new Runesticks or used for any purpose, magical or otherwise.

Q-2. Ritual of Fashioning Runewand

The Adept may employ this ritual to create a Runewand out of any of the materials listed on the Runewand Table. The implement is fashioned by inscribing Runes into the material's surface, which describe its use, name, and history. Once the Runewand has been fashioned and consecrated in this ritual, it remains fully effective unless and until it is broken or otherwise destroyed. It takes from one to four weeks to perform this ritual, depending on the type of material used to fashion the Runewand. The total time necessary to fashion a Runewand is decreased by 1 day for each Rank the Adept has with this ritual (minimum of 1 day to perform the ritual), and the ritual costs 10 Endurance (-1/two Ranks with this ritual). The Endurance loss will heal normally. The Adept may interrupt the ritual to eat and attend to housekeeping (maximum two hours per day) and to sleep (maximum eight hours per day), but any break of longer than 10 hours results in the ritual failing and the materials used being ruined. Any Endurance expended on this ritual is expended upon completion of the ritual, not during its course. Once the ritual is completed, the Adept determines whether or not it was successful. The Base Chance for this ritual is 30% (+3/Rank). All materials used in an unsuccessful ritual (or a ritual that backfires) are destroyed or ruined. If the ritual is successful, the Adept may use the Runewand thereafter to cast spells and perform rituals that require the use of a Runewand.

In addition, he may store a maximum of 1 Fatigue Point in the Runewand at Rank 0, and an additional 1 Fatigue Point for every 2 or fraction Ranks he has with the Ritual of Fashioning Runewand at the time the Runewand is fashioned. Fatigue is stored in a Runewand simply by touching the Runewand and willing



one or more Fatigue Points to enter the Runewand. Fatigue Points stored in the Runewand are subtracted from the Fatigue of the Adept. Once stored in the Runewand, Fatigue Points remain there indefinitely and can be used by the Adept to cast spells at any time that he is holding the Runewand while making a Cast Check. A character may add Fatigue to a Runewand any number of times, so long as the Runewand has the capacity remaining to store the Fatigue each time the wand is "recharged." The Experience Multiple for this ritual is 300.

Q-3. Ritual of Warding with Runesticks

The Adept sets up a pattern of Runesticks inscribed with the Ward Rune (as fashioned by Q-1). This pattern may consist of three, five or seven sticks composed of any material listed in 90.9. If three Runesticks are used, the Base Chance for this ritual is 20%. If five sticks are used, the Base Chance is 30%. If seven sticks are used, the Base Chance is 40%. All Base Chances are increased by 4 per Rank. This ritual takes two hours (-15 minutes/Rank) to complete. During the ritual, the Adept must place the Runesticks containing the Runeward symbol in a roughly circular configuration around the area to be warded (presumably remaining inside that area). At the end of the ritual, if it is successful, a Runeward exists that will help to protect those inside it from magic. No magical item (amulet, talisman, weapon, etc.) can be brought into the warded area, though items already inside the warded area can be taken out. The area to be warded is a circle with a diameter, in feet, of (10x) the number of sticks used.

Any magical creature or Adept attempting to enter the warded area must make a Resistance Check, or it will be unable to enter the area. The entity's Magic Resistance is decreased by a number equal to the Rank of the Adept with this ritual for a three-Runestick ward, twice the Rank for a five-Runestick ward, and three times the Adept's Rank for a seven-Runestick ward. In addition, if the Runesticks used are all of Rowan, no entity which is wholly or partially of another plane (such as demons, devils, imps, hellhounds) will ever be able to cross the Runeward to enter the warded area. The Runeward is automatically and permanently broken if any magical entity or magic-user succeeds in passing it. However, so long as it is in effect, all spells cast into (not out of) the warded area will have their Base Chance reduced by 20 if it is a three-Runestick ward, by 30 if it is a five-Runestick ward, and by 40 if it is a seven-Runestick ward. Backfire from this ritual results not only in the destruction of the

Runesticks, but in d10 damage to the Adept's Endurance as well.

The same Runesticks which are used for this ritual may be used in the Ritual of Healing (Q-4) and may also be used in conjunction with the Runestick(s) necessary to the casting of some other spell of this College to create a Ward as described in 32.4. The Experience Multiple for this ritual is 200.

Q-4. Ritual of Healing

The Adept creates a warded area by setting up a Runeward as described in Q-3. However, only the seven-Runestick Runeward may be used. The Runeward is set up around the entity to be healed. The Runeward used for healing in this manner also confers on those within the warded area the same protection as does Q-3, but the Runeward is broken if anyone inside exits it during the ritual, and the ritual must be abandoned or started from scratch. The Runesticks used are consumed as though the ritual had been performed to its conclusion. The Base Chance for this ritual is 50% (+4/Rank). It lasts seven hours at the end of which any one living entity within the Runeward (Adept's choice as to who) is cured of all Fatigue and Endurance losses, plus any non-magical diseases, fevers, or infections from which the entity may suffer. It is possible for the ritual to backfire. If it does so, the entity being healed instead dies immediately. The Adept must expend 10 Fatigue to employ this ritual. It has an Experience Multiple of 150.

Any types of material listed in 90.4 may be used to make Runesticks used in this ritual except for Elder and Yew. In addition, if the Runesticks used in this ritual are made of Walnut or Elm, the number of hours the ritual requires is reduced to five.

Q-5. Runes of Sight

The Adept may gain insight in the future by casting the Runes of Sight (Runesticks which have Runes cut into them representing the cosmic balance). It takes one hour to cast these Runes and the Adept may perform no other action during that time. The performance of this ritual allows the Adept to exercise any of the following functions during its course:

A. Limited Precognition: This action is executed as a talent, but with the same results as for the Spell of Limited Precognition (G-2) of the College of Sorceries of the Mind. It has a Base Chance of 30% (+2/Rank).

B. Divining Enchantment: This action is executed as a ritual in the same manner as the Ritual of Divination (R-1) of the College of Naming Incantations. It has a Base Chance of 55% (+4/Rank).

Only one of these two options may be performed at each casting of the Runes of Sight. The Experience Multiple for this ritual is 150. It requires three Runesticks incised with the appropriate Runes to perform this ritual.

Q-6. Ritual of Sending

The Adept must paint his forehead with a Sending Rune before retiring to sleep at night. He then will spend an entire eight-hour period (or until awakened) in communication with an entity of his choice who is also sleeping during that time. The entity may resist the communication through successful Passive Resistance. Otherwise, the entity will answer all questions in a yes/no fashion. The Base Chance for this ritual is 30% (+4/Rank) and it has a range of 40 miles + 20 additional miles per Rank. The Experience Multiple for this ritual is 250. Note: This ritual does not allow communication with entities at other planes of existence.

S. Special Knowledge Spells College of Rune Magics

S-1. Runewall Spell

Base Chance: 50%.

Range: 15 feet (+15/Rank). *Duration:* Permanent until dispelled. *Resist:* May only be actively resisted. *Experience Multiple:* 250. The Adept places a single Runestick incised with the warding Rune on the ground and performs the spell. If the spell is successful, the stick metamorphoses into a translucent wall of force 1 inch thick, 10 feet high, and 20 feet long that may be manually shaped by the Adept (and no one else) into any shape of his devising (e.g., pillar, circle, dome, etc.). The Adept may alter the height or length of the all by 1 foot per Rank. Anyone coming into contact with the wall rebounds from it unless they successfully resist. Even if they do resist, they will be unable to penetrate the wall. In addition, if the Runestick used to manufacture the wall was made of Elder, anyone who fails to resist is thrown to the ground and suffer D10-2 (+1/Rank with this spell) damage.

S-2. Spell of Summoning Totem Spirits

Base Chance: See following text.

Range: Adept must touch Runestick.

Duration: Immediate.

Resist: May not be resisted.

Experience Multiple: 300. There are three great Totem Spirits: Athotarho, Tseghei, and Argotac. Each is represented by a Rune that corresponds to his name. In order to summon one of these three evil spirits, the Adept must hold in his hand a Runestick incised with the



Rune of the spirit he desires to summon. Only one such evil spirit can be summoned per spell. As part of the spell, the Adept must cast the Runestick to the ground at his feet. The Runestick then explodes harmlessly and, in its place, the desired spirit appears. The Totem Spirits have the following characteristics:

ATHOTARHO is a small masked hunter with a spear. He has no talents or magic to speak of, but he is a Rank 10 Ranger specializing in woods, a Rank 8 Beast Master specializing in Common Land Mammals, a Rank 4 Thief, a Rank 5 Assassin, and a Rank 3 Military Scientist. He habitually dresses in animal skins and his buttons, fastenings, weapons, etc., are of finely carved bone. He refrains from using metal weapons if possible, though he suffers no special damage from Cold Iron per se. Athotarho has a running speed of 250 yards per minute.

PS: 18 MD: 20 AG: 19 MA: 10 EN: 18
FT: 20 WP: 21 PC: 23 PB: 7 TMR: 6
NA: Skin absorbs 6 DP

Weapons: Athotarho has no special weapons, but carries a bone short sword, spear, dagger, and short bow (with 20 arrows in a quiver) upon appearing. He is maximum Rank with all these weapons.

Comments: Athotarho gladly accompanies anyone who promises good hunting and fighting, but demands many petty honors and first pick of all food (especially freshly-killed animals) and prisoners (if any). He enslaves any prisoners and shabbily uses them until he parts company with the Adept. Then, he kills his slaves rather than allow them to be freed or used by others. If denied first pick of either food or captives, Athotarho becomes restive and unhappy and seeks to betray whoever he considers primarily to blame for denying him his due. At the end of each day, there is a 20% chance that Athotarho will depart to answer the call of some other Adept. This Base Chance is decreased by 1 per Rank the Adept currently accompanied by Athotarho has with this spell. Athotarho immediately disappears upon answering another summons and will not reappear unless summoned again.

ARGOTAC appears as an aged priest in rough brown robes. He always carries an obsidian ceremonial dagger with which he kills any prisoners given into his care. His eyes are dark and frightening and his skin is pale and clay-like. Argotac possesses no magic per se. However, he has the talent of forcing any character who looks into his eyes (except for the Adept) to roll on the Fright Table (see 44.8 of DRAGONQUEST® game). Argotac is a Rank 3 Ranger specializing in Waste; a Rank 8 Beast



Master, specializing in humans; a Rank 5 Assassin; and a Rank 7 Spy. He has a running speed of 300 yards per minute.

PS: 16 MD: 15 AG: 15 MA: 12 EN: 16
FT: 20 WP: 30 PC: 22 PB: 7 TMR: 5
NA: Skin absorbs 3 DP

Weapons: Argotac is not a warrior in the normal sense, but he uses his dagger in combat (Rank 3) and he has Rank 7 in Unarmed Combat. He uses non-metal weapons if required and will pick up and use metal weapons in a dire emergency, but he normally avoids Cold Iron which makes him uncomfortable (though it does no special damage).

Comments: Argotac accompanies and assists the Adept in exchange for a promise of a life each day. At the end of any day that Argotac has not been provided with a prisoner to kill, there is a 70% chance that he will depart and not return unless summoned by a new spell. This Base Chance is decreased by 1 per Rank the Adept currently accompanied by Athotarho has with this spell, but is increased by 10 for each day that Argotac has accompanied the Adept since he was last given a life by that Adept. There is a 10% chance that Argotac will try to kill the Adept or his companions prior to departing.

TSEGHI is a great gray hawk with a 7-foot wingspan. He possesses no special skills, talents, or magic. Tseggi has a flying speed of 1200 yards per minute.

PS: 22 MD: 24 AG: 24 MA: 12 EN: 24
FT: 30 WP: 15 PC: 24 PB: 8 TMR: 24
NA: Feathers absorb 4 DP

Weapons: Tseggi can attack in Melee or Close Combat with either beak (Base Chance of 55% of doing D10 + 1 Damage) or two talons (Base Chance of 70% of doing D10 + 4 Damage) without penalty in the same pulse. His beak is Rank 5 and his talons are Rank 6.

Comments: Tseggi gladly accompanies the Adept and assists him under the same terms as Athotarho (except that he sees any captives as merely another form of food). There is a Base Chance of 20% that Tseggi will depart at the

end of each day. Once departed, he will not return unless again successfully summoned by the Adept. The Base Chance that Tseggi will depart is decreased by 1 per Rank with this spell of the Adept whom Tseggi is accompanying. Tseggi never voluntarily goes underground or indoors.

All three Totem Spirits are manifestations of the greater spirit they represent. Thus, for example, the Argotac Totem Spirit is only a manifestation of the greater spirit that is Argotac, an ancient evil that has always existed on this plane. Accordingly, whenever "Argotac" is summoned, a small part of the consciousness that is the greater Argotac becomes manifest in the Runestick used to summon him. The implication here is that there may be a large number of Totem Spirits which are but small parts of the total Argotac consciousness. It is conceivable, therefore, that two Adepts could each face off against each other, each aided by a part of the Argotac super-consciousness in Totem Spirit form. In such cases, the individual Totem Spirits will not attempt to do injury to each other directly. The Base Chance of performing this spell successfully depends on the entity being summoned:

The Adept attempts to summon Tseggi 35

The Adept attempts to summon Athotarho 30

The Adept attempts to summon Argotac 25

Should the spell backfire, the Backfire Table is not consulted. Instead, the summoned Totem Spirit attacks and attempts to destroy the summoner. In addition, the Base Chance for this spell is reduced by 5 when attempting to summon a Totem Spirit which, upon its previous summoning, attacked as a result of a backfire.

S-3. Spell of Creating Rune Portal

Base Chance: 50%.

Range: Adept must touch Runestick.

Duration: Immediate.

Resist: May not be resisted.

Experience Multiple: 300.



The Adept must place a Runestick with the Portal Rune on it in the ground and touch it while casting the spell. Once the spell is successfully cast, the Runestick is immovable. It becomes the terminus for a future attempt at teleportation. Once the terminus has been established, the Adept may, at any future time, use another Runestick which was carved at the same time and is a mate of the Runestick used as the terminus to travel back to the original terminus. There can only be one "mate" for the terminus, and it too must contain the Portal Rune and must be of the same material as the terminus Runestick. In order to teleport to the terminus, the Adept simply places the mate in or on the ground and casts the spell. If unsuccessful, both Runesticks are destroyed. If successful, the mate of the terminus is activated and becomes a terminus too. Thereafter, anyone who touches one terminus is teleported to the other terminus and appears standing within five feet of that terminus (travel time is one pulse). A terminus may be used any number of times until destroyed, but may never be moved. A terminus is destroyed by casting a Special Knowledge Counterspell of the College of Rune Magics over it. Once a terminus is destroyed, the mate of the Runestick used to form the terminus no longer functions (though this will not necessarily be known until someone tries to use the mate). If a terminus is destroyed during the pulse while an entity is in transit between the two, the entity is destroyed and its molecules dispersed over known space.

The Base Chance for this spell is decreased by 1 for every 5 miles separating the two Runesticks and increased by 15 if the Runesticks are shaped from Willow wood.

S-4. Spell of Visitation

Base Chance: 30%.

Range: 2 miles (+2/Rank).

Duration: 5 minutes (+5/Rank).

Resist: May not be resisted.

Experience Multiple: 250.

The Adept must cast the Runes of Far-seeing (three matched Runesticks) on the ground before him while performing the spell. If successful, the Adept is able to send a ghost-like image of himself instantly to any location within range that the Adept has physically occupied at least once in the past. He is present at that location in all ways except bodily (i.e., he may communicate and use all his senses while his image is there, but may not be harmed by any attack). The image "mimics" the actual actions of the Adept, and may move no more than 10 feet (+10/Rank) from the spot where it materialized, which may be anywhere at the location the Adept wishes.

Thus, if the Adept desired his image to talk, he must actually speak the words wherever he is physically located. Also, if the Adept is in a location which would prevent him from moving, the image may not move either. When the visitation time has expired (or anytime prior that the Adept wishes), the image quickly fades and travels back to the Adept. This image leaves an "aura" trail which, if detected by a Detect Aura talent or spell, gives the compass direction at which the Adept would be located, but not the distance.

S-5. Spell of Truth

Base Chance: 30%.

Range: 15 feet (+15/Rank).

Duration: 1 hour (+1/Rank).

Resist: May only be passively resisted.

Experience Multiple: 300. Prior to casting this spell, the Adept must first draw a Truth Rune on the forehead (or over the brainpan) of the spell's target. The spell may only be cast over one target entity of the Adept's choosing and the Adept must touch the target to cast it. If unsuccessful, a new Truth Rune must be drawn on the target before the spell can be attempted again. A successful spell that is not successfully resisted causes the target to be unable to speak falsehood for the duration of the spell and to answer any question put to him. In addition, the target can see through any illusion, magical trap or other object, entity or apparition which is magical in nature and which is within range. The target automatically disbelieves all illusions within range and sees the true nature of all things.

S-6. Spell of Banishment

Base Chance: 30%.

Range: Adept must touch target with Runewand.

Duration: Immediate.

Resist: May be actively and passively resisted.

Experience Multiple: 300.

The Adept may banish any one entity from another dimension to its own plane of existence. In order to do so, the Adept must touch the target entity with his Runewand at the moment he completes the spell. If successful, the spell results in the entity immediately returning to its own dimension unless the entity successfully resists. Otherwise, the entity remains on this plane. If the entity's next action is to attack the Adept, the Base Chance of the entity's attack being successful is increased by 20, and 2 is added to any damage check resulting from that attack (in addition to any other modifiers to that check). The touch is automatic, but the spell must be prepared normally.

S-7. Smite Spell

Base Chance: 15%.

Range: Adept must touch target with Runewand.

Duration: Immediate.

Resist: May only be passively resisted.

Experience Multiple: 300.

The Adept must touch the target he intends to smite with the Runewand at the moment the spell is cast. The target may passively resist if the spell is successful. If the target fails to resist, he suffers 1d10-3 (+1/Rank) damage. The touch is automatic, but the spell must be prepared normally.

S-8. Spell of Creating Runeweapon

Base Chance: 20%.

Range: Adept must touch Runestick used and it must remain in sight.

Duration: 1 hour (+1/Rank).

Resist: May not be resisted.

Experience Multiple: 400.

The Adept must use a Runestick incised with a Deathrune and with a Rune representing the type of Runeweapon he wishes to create. The Adept holds the Runestick while casting the spell. Upon successfully completing the cast, the Runestick transforms into a magical weapon of whatever type the Rune incised on the Runestick indicated (short sword, dagger, glaive, etc.). Since the substance of the weapon is magical, the Adept can wield the weapon without suffering the penalties associated with Cold Iron. Further, the weapon is useable against those entities normally affected only by magical weapons, but otherwise has the same properties as a normal weapon of the same type. An entity using a Runeweapon never drops the weapon and there is never any chance of the weapon breaking. Additionally, the entity cannot be disarmed. The Base Chance of casting this spell is increased by 10 if the Runestick used is of Elder or Yew and is decreased by 20 if the Runestick used is of Walnut or Elm. In addition, if Runesticks of Yew are used, and at least one point of effective damage is inflicted on a target, the wound is poisoned, causing 1d10-6 (+1/Rank) damage per pulse for 1d10 pulses due to poison. DRAGONQUEST® game rules: any entity may use a Runeweapon once it is created; AD&D® game rules: Any fighter, thief or Rune Adept may use a Runeweapon once it is created.

S-9. Binding Spell

Base Chance: 20%. Range: Adept must touch element with Runestick.

Duration: 30 minutes (+5/Rank).

Resist: May not be resisted.

Experience Multiple: 500.



The Adept may gain control of any element by using this spell. He must possess a Runestick containing the Binding Rune and the Rune representing the element to be bound and he must touch the element with that Runestick at the moment he casts the spell. The Adept may bind 500 pounds of earth (+ 500/Rank), 500 gallons of water (+ 500/Rank), 1000 cubic feet of air (+ 500/Rank), or all fire within a 10-foot radius (+ 15 feet/Rank). He may do anything with the element except form an elemental. This spell may not be cast over an area occupied by an elemental and cannot be used in any way to control an elemental.

R. Special Knowledge Rituals

College of Rune Magics

R-1. Ritual of Casting the Runes

The Adept must prepare a piece of paper or vellum on which are written the Runes of Doom. The entire ritual of preparation takes an hour. At the end of the hour, the Adept chooses which of the demons from the College of Greater Summonings will be the executor of the doom and writes this name on the paper as well. The Adept's player must actually write this information down, since it will only come into play in the future. Once the ritual is prepared, the Adept then passes the sheet of paper on to the victim whose name is written on the paper. The victim must voluntarily accept the paper (though he need not know what is on it). Once he accepts it, the demon named on the paper hunts him down and kills him. Even if the demon is destroyed it returns as soon as it is able and continue the hunt (see

College of Greater Summonings for how demons recover from injury and "death" in their own dimension). Only by passing the paper on to another entity who voluntarily accepts it can the doom be transferred. If the paper is destroyed, the doom can never be lifted or transferred. The Experience Multiple for this ritual is 350. Its Base Chance of success is 5% (+5/Rank). If the ritual backfires, the Adept loses D10 + 2 Endurance.

R-2. Ritual of Creeping Doom

The Adept creates 13 Runesticks by carving the appropriate maledictions into human bones. He then performs a ritual over them (duration 1 hour) and buries the sticks beneath the dwelling of someone he wishes to curse. It is best if the victim's name is carved into the bones as well, otherwise others in the house may become ill instead. For each month that the bones remain in or under the victim's dwelling, he must make a *Resistance Check*, the Base Chance for which is composed of the victim's Endurance multiplied by the Difficulty Rating of the resistance. At Ranks 0-5, the Difficulty Rating is 4; Ranks 6-10, the Difficulty Rating is 3; Ranks 11-15, the Difficulty Rating is 2.5; Ranks 16-18, the Difficulty Rating is 2; Ranks 19-20, the Difficulty Rating is 1.5.

If the victim fails to resist, he suffers a wasting disease and loses 1d10 - 3 Endurance points for the purposes of future resistance (only). If he fails to resist for three straight months, he dies. The Experience Multiple for this ritual is 300. The Base Chance of the ritual working 20% (+4/Rank).

Generally, the victim of these maledictions does not know exactly what is wrong with him.

Should he discover the bones, he may remove the curse by removing the bones from the house. Other means of ending a curse do not normally suffice, although the sufferer would show immediate improvement upon leaving the house and sleeping elsewhere for a few weeks. There is no chance of this ritual backfiring.

R-3. Ritual of Dimension Portal

The Adept must have the True Name of another dimension from a Namer in order to perform this ritual. He prepares a Runestick containing the Portal Rune and the Rune representing the True Name of that other dimension. He then takes one hour to prepare the portal, laying the Runestick on the ground where he wants the portal to appear. At the end of an hour, a check is made to determine if the ritual has been successful. The Base Chance of success is 20% (+3/Rank). If the ritual succeeds, a portal immediately appears leading into the dimension represented on the Runestick. Anyone entering that portal will be in the other dimension (after a travel time of one minute). The portal is a two-way terminus, and those in the other dimension will be able to cross into this dimension through the portal. The portal remains for a number of hours equal to 3 plus the rank of the Adept with this ritual plus the results of a 1d10 die roll (made by the GM). It is destroyed permanently at the end of that time or whenever a Special Knowledge Counterspell of the College of Rune Magics is cast over the area it occupies. The Experience Multiple for this ritual is 600. If the ritual backfires, an entity native to that dimension (GM's choice) enters the Adept's dimension and immediately attacks the Adept and his companions.

91. The College of Shaping Magics

The College of Shaping Magics is concerned with the fashioning and animation of nonliving matter, with the construction of enchantments of an enduring nature and, most importantly, with the creation of potent magical items.

The arts of the College of Shaping Magics may require special knowledge, special equipment, the expenditure of money, time and Endurance, and the presence of companions.

Most of the ritual magic of this College may only be practiced within a Shaper's workshop, a composite of the shops of artisans of many different types. Tools used in metallurgy, alchemy, blacksmithing, weaving, carpentry, the fashioning of gems, and dozens of other

trades are all found in the shop of a powerful Shaper. A Shaper has some knowledge of each of these trades, but often hires others to perform menial tasks, or those beyond his expertise. The cost of hiring artisans is accounted for in the cost of materials for each ritual.

The cost to establish a Shaper's shop is equal to 5,000 Silver Pennies + (800 x the Shaper's highest Rank with any ritual requiring a workshop). A Shaper may pay up to 20% less than the standard cost, in which case his shop is "poorly stocked."

Conversely, a shop is "well-stocked" if a Shaper pays at least 1.5 times the standard amount. An additional 10% of a shop's cost must be expended yearly to pay for maintenance. If this amount is not paid, the value of the shop drops by 20% (possibly altering its effectiveness).

A Shaper's shop is ranked and the Rank

must equal or exceed the highest Rank of any of his rituals requiring a shop. A Shaper may upgrade his shop at any time that it is not "poorly stocked" by spending 10,000 Silver Pennies per Rank he wishes to raise the shop.

Example: A Shaper's highest Rank with any ritual is 7. He expends [5,000 + (8,000 x 7)]x1.5 = 91,500 Silver Pennies to buy a well-stocked shop. Each year he must pay 9,150 Silver Pennies or the shop's value degrades to 73,200 Silver Pennies (and the Shaper loses the benefit of a well-stocked shop). A degraded poorly-stocked shop may not be used for Shaping magics.

Many materials required for rituals are often quite expensive or rare. Nevertheless, any materials needed for a ritual must be present or the ritual may not be performed.

Most of this College's rituals require a far greater investment of time than the rituals of



other Colleges. Some rituals require only a few hours, but most require weeks and even years.

Note that rituals extending for periods of 24 hours or more do not require the intensive concentration of the rituals of other Colleges. The Adept is working and supervising the work of others, but is not involved in constant concentration. He may eat, sleep (eight hours a day), and perform other activities requiring less than two hours a day while he is involved in a lengthy ritual. A Shaper may not utilize any magic while involved in a ritual (other than that inherent in the ritual itself), however. These restrictions often mean that a Shaper loses practice in his skills or weapons while performing an extended ritual.

In order to perform certain powerful rituals, a Shaper must permanently reduce his Endurance. Whenever Endurance is reduced in this way, Fatigue is reduced as well (according to the scale given in 5.3 of the DRAGONQUEST® rules). In rare situations, a Shaper must permanently sacrifice his bodily form and become a Spectre in order to perform a difficult ritual. The Shaper may not "heal" this Endurance loss.

Several rituals require the presence of other Adepts or of persons with knowledge of particular skills or languages. Such persons must be coerced, bribed, or otherwise convinced to help by the Shaper. The usual rate of payment for participation in a Shaper's project is 400 Silver Pennies multiplied by the number of weeks the ritual takes. Naturally, the longer the ritual, the more difficult it is for a Shaper to find a willing assistant. Assisting people must be present for at least half of each week of the ritual.

The following numbers are added to the Base Chance of performing any ritual of the College of Shaping Magics:

Ritual is performed in a high-mana area	+ 25
Adept spends at least 50% extra on materials	+ 5
Adept performs ritual in well-stocked workshop	+ 5
Adept performs ritual in poorly-stocked workshop	- 15
Ritual is attempted outside workshop (possible only for Q-1, Q-2, Q-3, Q-4, and R-1)	- 20
Ritual is performed in low-mana area	- 40

T. Talents—College of Shaping Magics

T-1. Detect Enchantment

Adepts of this College have the ability to determine whether an item, person, or area within 50 feet (+ 10/Rank) is currently under an enchantment. This enchantment may be an operating spell, a ward, an invested spell, or any other magical charm. Magical beings (conjured or summoned) may also be detected by this Talent. It does not tell the type of enchantment, only whether one exists. The Talent operates automatically with a Base Chance of 3xMagic Aptitude (+ 3/Rank), but the Base Chance rises to 4xMagic Aptitude (+ 3/Rank) if an Adept physically examines (touches) the item or place in question. The Experience Multiple for this talent is 100.

G. General Knowledge Spells

College of Shaping Magics

G-1. Spell of Mending

Base Chance: 50%.

Range: Caster must touch object to be mended.

Duration: Permanent.

Resist: May not be resisted.

Experience Multiple: 200.

Any single broken item weighing up to 10 pounds (+ 10/Rank) may be mended. A fractured item can only be made whole if all pieces are present when the spell is cast (if any are missing, the repaired object has a hole where the missing piece would be). A mended object becomes exactly as it was before it was broken, so if it was deformed in some way (i.e. a sword was bent), it remains deformed.

G-2. Spell of Enchanting Weapons

Base Chance: 35%.

Range: 10 feet (+ 5/Rank).

Duration: 30 seconds x (1d10 - 2) x Rank; x1 if unranked.

Resist: May not be resisted.

Experience Multiple: 200.

Increases the Base Chance to hit with the weapon over which it is cast by 1 (+ 1/Rank), and increases the damage done by the weapon by 1 for every 3, or fraction of 3, Ranks.

G-3. Spell of Enchanting Armor

Base Chance: 30%.

Range: 10 feet (+ 10/Rank).

Duration: 30 minutes (+ 30/Rank).

Resist: May not be resisted.

Experience Multiple: 200.

The Strike Chance of any character attempting to hit a target wearing armor enchanted by this spell is reduced 2/Rank. Enchanted armor also absorbs 1 additional point of damage for

every 4, or fraction of 4, Ranks attained with this spell. Note that the spell must be cast on armor (never on an unarmored individual).

G-4. Congeal Air Spell

Base Chance: 30%.

Range: 20 feet (+ 10/Rank).

Duration: 10 seconds (+ 10/Rank).

Resist: May be actively resisted.

Experience Multiple: 300.

This spell thickens the air around one entity, slowing its movement and inhibiting its combat abilities. An affected entity loses one-third of its TMR, and its Base Chance in form of attack is reduced by 10. The spell also diverts any blows directed at the affected entity, however, so 2 is subtracted from any damage inflicted against it. Congealed air may be breathed without harm.

G-5. Congeal Water Spell

Base Chance: 25%.

Range: 25 feet (+ 15/Rank).

Duration: 1 minute (+ 30 seconds/Rank).

Resist: May be actively resisted.

Experience Multiple: 400.

This spell gives a volume of 50 (+ 10/Rank) cubic feet of water a gelatin-like consistency, keeping any entities within that volume from sinking and making swimming and combat impossible. This spell cannot be cast at living beings. Water-breathing creatures may breathe congealed water.

Q. General Knowledge Rituals

College of Shaping Magics

Q-1. Ritual of Shaping Rag and String Golem
This ritual allows a Shaper to form a small golem out of available bits of rag and string. Rag and string Golems have the following characteristics:

Description: Rag and string golems are 1 to 2 feet tall and humanoid in form. Their skin has the color and texture of their component rags.

Talents, Skills, and Magic: When created, the rag and string golem may be imbued with a number of abilities by the Shaper and other persons present at the shaping. Up to 5x the Shaper's Rank with this ritual of Ranks of any spells, talents, skills, weapon ability, or linguistic knowledge may be imbued into the golem. However, for each individual ability bestowed, two is subtracted from the maximum total. For example, a golem formed by a Shaper who is Rank 6 with Q-1 could have 30 Ranks (5x6) of ability, but minus 2x[the number of abilities bestowed]. Thus, this golem could be a Rank 6 Healer, Rank 0 Spy, Rank 4 with a dagger, Rank 2 in a language, Rank 3 in



the Spell of Mending, and have Rank 3 with the sling, the maximum possible since the golem has 6 different abilities [30-6x2 = 18]. No ability may be imbued in a golem unless the Shaper or some other character participating in the ritual has Rank in the ability at least equal to the Rank imbued. A rag and string golem may never learn rituals, nor may it ever know spells or talents from more than one College. A rag and string golem automatically knows its Shaper's language at whatever Rank the Shaper, himself, knows it, and this ability does not count against the total that may be imbued in the golem.

Movement (Running): 100

PS: 7

MD: 18

AG: 19

MA: 18

EN: 3

FT: 3

WP: 16

PC: 17

PB: 10-18*

TMR: 8

NA: None

* Depends on rags used.

Weapons: Rag and String golems may use any weapons allowed by their strength. They may never use armor or shields, however, and their spell-casting ability is affected by the presence of Cold Iron exactly as the ability of a normal Adept.

Comments: Rag and string golems are by far the most intelligent of the golems. They can receive and carry out very complicated instructions without flaw. They can also converse with their masters and any other beings with whom they share a language. These golems can act freely and modify the letter of their orders to follow the intent behind them. Commands can thus be given in general terms, and the golems improvise as they go along.

Rag and string golems serve their creator (and only their creator) faithfully. At their creator's request, they will serve others (but for only less than a day).

This ritual may be performed (with penalty) outside of a Shaper's workshop, but takes two hours to perform regardless of location. The spell of Animating Golems (S-5) must be cast over the golem immediately following its creation, or it falls apart. Once created, this golem lasts until it is killed

(zero Endurance), or until the Special Knowledge Counterspell of Shaping Magics is cast over it.

The Base Chance for this ritual is 40% (+2/Rank), and the Experience Multiple is 250. There is no backfire.

Q-2. Ritual of Shaping Clay Golem

A Shaper may use this ritual to shape clay into the form of a golem. Clay must be available for the ritual to be performed. Clay golems have the following characteristics:

Description: Clay golems are humanoid and between 4 and 8 feet tall. The golem is the color of the clay from which it is formed.

Talents, Skills, and Magic: Clay golems have no talents, skills, or magical abilities.

Movement (Running): 100

PS: 5-15 plus (2xRank)

MD: 6-10

AG: 4-8

MA: 0

EN: 14-20 plus Rank

FT: 15-30 plus Rank



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WP: 19
PC: 10
PB: 8
TMR: 2
NA: None

The larger the golem, the greater the Physical Strength, Endurance, and Fatigue, but the lower the Manual Dexterity and Agility (within the ranges provided).

Weapons: Clay golems may use any weapon they are physically capable of using (see PS and MD requirements on Weapons Chart), although they may never have Rank with a weapon. They may attack with their hands in Close or Melee combat with a Base Chance of 40% of doing $1d10 + 7$ damage.

Comments: Clay golems are mindless. They can follow simple commands (e.g., "Attack him," "Carry these boulders to the top of the hill"), but can do nothing complex. They follow only the commands of their Shaper.

A minimum of one hour must be spent shaping a clay golem. This ritual can be performed anywhere, although its Base Chance suffers an unfavorable modification if it is performed outside a Shaper's workshop. Once shaped, a clay golem must be animated before its clay dries out, or it is useless. Once animated, a clay golem remains active for $5 + \text{Rank}$ (with Q-2) hours. Clay golems may never be reanimated. The clay of which they are composed may be reshaped, however.

The Base Chance for this ritual is 25% ($+3/\text{Rank}$), and the Experience Multiple is 300. There is no backfire.

Q-3. Ritual of Magic Divination

This ritual is identical to the ritual of the same name of the College of Naming Incantations.

Q-4. Ritual of Investment

This ritual is identical to the Investment Ritual described in the DRAGONQUEST® rules (32.3), except that its Base Chance is $2x\text{MA}$ (instead of $1x\text{MA}$), and its Experience Multiple is 250, not 300.

The Preparation Rituals

Rituals Q-5 through Q-11 are all preparation rituals. These rituals can be used to prepare specific types of objects with enchantments of various sorts. Once a preparation ritual has been successfully completed, the Shaper must then perform the appropriate Bind Rituals (R-9 to R-22) to complete the item's enchantment.

When an item is prepared by one of the following rituals, it is imbued with specific

spells, talents, skills, weapon abilities or language knowledge. Any number of them may be imbued by one ritual. For example, a ring might be imbued with the spells "Armor of Earth," "Navigation," and "Shadow-Form," plus the talent "Detect Aura," Rank 4 in the Mechanician Skill, Rank 3 with the broad sword, and Rank 7 in written Elvish. Ritual knowledge may never be bestowed on an item, however. Once a shaper has decided what abilities will be contained within a given item, that item's Shaping Index can be found, and the Shaper can determine from that Index several important parameters relating to the item's construction: how long it will take to prepare the item; how much its production will cost; and whether the Shaper must lose any Endurance to produce the item.

An item's Shaping Index is determined by adding one value for each ability to be bestowed upon an item. The value for each type of ability is determined differently, as described in the following:

Spells and Talents with Experience Multiples: Add the ability's Experience Multiple to the Shaping Index.

Talents without Experience Multiples: Add 50 to the Shaping Index.

Skills: Divide the amount of experience needed to rise to the Rank (from the next lower Rank only) of the bestowed skill by 10. Add 100.

Languages: Divide the amount of experience needed to rise to the Rank (from the next lower rank only) of the bestowed language by 10.

Weapon Ability: Total the amount of all experience needed to attain the Rank with the weapon and divide by 5. Note that this is different from the previous two categories.

Characteristics: Total the amount of experience needed to attain the amount of point gain, assuming every first point costs as indicated and every second follows appropriately. Divide the total by 10.

The time required to prepare an item is found as follows: The row on the Magic Item Creation Table (91.2) corresponding to the items Shaping Index is found. This row is cross-referenced with the "Time" column of the Table to find the time needed for the preparation ritual.

The cost (in Silver Pennies) to prepare an item is found by multiplying the item's normal cost (its price if it were not enchanted) by the number in the "Cost" column of the Magic Item Creation Table corresponding to the row representing the item's Shaping Index. This number is then multiplied by the "Cost Factor" listed in the preparation ritual used to find the total cost of that ritual.

The row of the Magic Item Creation Table

corresponding to the item's Shaping Index is also used to determine if the Shaper must lose any Endurance in the course of the preparation ritual. Any Endurance loss indicated on the Table must be permanently expended to perform the preparation ritual. The Endurance loss is divided evenly through the length of time spent on the ritual. Thus if an item takes one year to produce and 7 points of Endurance must be lost in its production, one point would be lost on the 52d, 104th, 156th, 208th, 260th, 312th and 364th days. Any Endurance expended is permanently lost, regardless of whether the ritual is eventually successful. Note that, in rituals extending to five years or more, a Shaper must expend a minimum of 20 Endurance Points, and becomes a spectre regardless of the success of the binding rituals completing the item's enchantment. Only the Shaper who prepares an item may perform a binding over that item.

An item may be imbued with a number of attributes equal to or less than the Rank with the applicable ritual of the Shaper creating the item. An Adept capable of casting each of the spells and possessing each of the talents to go into an item must be present for at least half the time spent on that item's preparation ritual. Thus, at least three Adepts would have to participate in the preparation ritual of an item endowed with spells from the College of Fire Magics and Naming Magics: a Fire mage, a Namer, and the Shaper himself. In the same way, any skill, weapon knowledge, or language ability must be known by some character participating in the item's preparation ritual for that ability to be bestowed upon the item. An ability can never be bestowed on an item with a higher Rank than that of the contributing character (e.g., if an item were to be bestowed with Rank 4 ability in the Healer skill, some character participating in the ritual would have to have at least Rank 4 in that skill). A character need not be an Adept to contribute nonmagical abilities to an item. Each character contributing to an item must be present for at least 50% of the item's preparation ritual, regardless of the number of abilities he contributes to the item.

The effect of having an item bestowed with a particular ability is to allow the item's wielder to use any ability as a talent, without the necessity of any extraordinary effort or expenditure of Fatigue. An item enchanted with any spell or talent allows the wielder of the item to use that item as if it was permanently invested (see 32.2) with the spell(s) or talent(s). Enchanted weapon Rank gives an item's wielder the ability to use a weapon at a Rank equivalent to that which the item was



enchanted, plus any Rank he might have himself. Thus a character who himself has Rank 5 with the Rapier would be considered to have Rank 13 if he was wearing a ring bestowed with Rank 8 with the rapier.

The ability in a skill or language bestowed on an item is not added to the wielder's own ability. Rather, the higher of the two Ranks in an ability is available to the wielder. For example, if a character has Rank 7 in Spy skill, and he wears a ring with Rank 9 in that skill, the character would be treated as if he had Rank 9, not Rank 16.

Only those spells designed to affect the wielder of some facet of his own person may be imbued into an object by preparation and binding rituals. All other spells must use the investment rituals. Investment rituals may be performed on already enchanted items. This is designed to prevent "kill" spells, such as the Bolt of Fire from the College of Fire Magics, from freely being placed into items.

New enchantments may be added to already enchanted items. A new preparation ritual is undergone (with already bound abilities not being factored into the Shaping Index). However, one roll on the Shaping Accidents Table must be made for each new enchantment added to an already enchanted item, in addition to the normal checks for shaping accidents (see following). Note, however, that invested spells are considered a different form of enchantment altogether, and do not require a roll for shaping accidents, even when added to an already enchanted item.

All spells and talents imbued in an item function at the Rank of the Adept who provided the spell during the preparation ritual; e.g., if an Adept with Rank 6 in Witchsight provided that spell during an item's enchantment, the Witchsight provided by that item to the wielder would have a range of 105 feet— $15 + (15 \times 6)$ —per that spell at Rank 6.

Preparation rituals all have a Base Chance of 90 (+1/Rank). This Base Chance may be modified per 91.2, but modified Base Chances in excess of 99 are treated as 99. Cast Checks for preparation rituals are not made at the end of the ritual, however, but at the end of each week during the course of an item's preparation. If the Cast Chance is missed at any point, the ritual does not necessarily fail entirely. Instead, the GM rolls on the Shaping Accidents Table (91.4) to find the results of the failed Cast Check.

Q-5. Ritual of Amulet Preparation

This ritual allows the Shaper to use amulets as receptacles for various abilities. The wearer of the amulet is considered the wielder of the item. Amulets are primarily used for defen-

sively oriented spells, and may not be imbued with abilities that are offensive. The Experience Multiple for this ritual is 100, and its Cost Factor is 25.

Q-6. Ritual of Preparing Arms and Armor

This ritual allows the Shaper to prepare arms and armor as magical receptacles. The person carrying or wearing the item receives the benefits of its enchantment. Weapons enchanted in this method break only when the wielder rolls above 5xMD, and drop only when the wielder rolls above 4xMD. The Experience Multiple for this ritual is 200, and the Cost Factor is 30.

Q-7. Ritual of Preparing Enchanted Clothing

The Shaper may use this ritual to prepare clothing with enchantments. The wearer of the clothing is considered its wielder. The Experience Multiple for this ritual is 175, and its Cost Factor is 20.

Q-8. Ritual of Preparing Enchanted Furniture

Any type of furniture may be magically endowed by this ritual. The GM will have to decide who is considered the wielder of the enchanted furniture. A magical chair, for example, would endow the benefits to the one who sits in it, but a magical bookcase or desk is more difficult to determine. The Experience Multiple for this ritual is 100 and the Cost Factor is 20.

Q-9. Ritual of Preparing Talismans and Other Minor Artifacts

This ritual works on small items, such as statuettes, lockets, pens, and paperweights. The GM will have to decide exactly how these items are used. The Experience Multiple for this ritual is 200, and the Cost Factor is 30.

Q-10. Ritual of Preparing Staves and Wands

Wizards's staves and magical wands (other than Runewands) may be enchanted by this ritual. A person must actually hold a staff or wand to receive the benefits of its enchantment. The Experience Multiple for this ritual is 150, and the Cost Factor is 50.

Q-11. Ritual of Preparing Greater Artifacts

Large objects (such as towers, rooms, or arches) may be enchanted by this ritual. Enchantments bestowed upon such artifacts usually affect large areas (for example, the interior of a room), bestowing their effects upon all in the area. Thus, only abilities that could affect an area and more than one entity can be enchanted into a greater artifact. The Experience Multiple for this ritual is 100, and the Cost Factor is 5. This is not a Ward.

S. Special Knowledge Spells College of Shaping Magics

S-1. Spell of Creating Mudslick

Base Chance: 30%.

Range: 30 feet (+ 15/Rank).

Duration: 30 seconds (+ 10/Rank).

Resist: May not be resisted.

Experience Multiple: 350.

An area 20 (+ 10/Rank) feet square becomes slick with a 1/4-inch film of mud. Every entity within the affected area must roll less than or equal to twice its Agility on D100, or it falls. If an entity does fall, a roll of less than its Agility must be made before it can rise again.

S-2. Spell of Shaping Elements

Base Chance: 10%.

Range: 30 feet (+ 10/Rank).

Duration: 5 minutes (+ 1/Rank).

Resist: May not be resisted.

Experience Multiple: 400.

A volume equal to two cubic feet x Rank containing one of the four elements may be shaped by the Adept into any form desired, and it retains that form for the duration of the spell. Thus, a sail of air could be created that could propel a boat, or a spear of fire which could actually be thrown (although it would burn the hand of the thrower). Note that the spell cannot be cast over any living entity or over an Elemental.

S-3. Spell of Neutralizing Golems

Base Chance: 20%.

Range: 10 feet (+ 5/Rank).

Duration: Immediate (during pulse).

Resist: May be actively and passively resisted.

Experience Multiple: 350.

If this spell is successful, any one magically animated golem is deactivated (i.e., becomes a lifeless statue). Deactivated golems, can, in most cases, be reanimated via the Spell of Activating Golems (S-5).

S-4. Spell of Binding Golems

Base Chance: 15%.

Range: 15 feet (+ 5/Rank).

Duration: 10 minutes (+ 5/Rank).

Resist: May be actively and passively resisted.

Experience Multiple: 400.

Any uncontrolled golem may be controlled by the casting Adept if the spell is successful. See the descriptions of golems to determine the nature of commands that may be given specific golems.

**S-5. Spell of Activating Golems***Base Chance: 15%.**Range: 10 feet.**Duration: Depends on type of golem.**Resist: May not be resisted.**Experience Multiple: 450.*

This spell animates golems that have been prepared via Q-1, Q-2, R-2, R-3, or R-4, but are not already animated. Once a golem has been activated, the caster must immediately roll less than $2x(\text{Willpower} + \text{Rank})$ to gain control of the golem. If the roll is not made, the golem is uncontrolled, and its actions must be determined by the GM (it probably attacks everything around it). If this spell backfires, there is a 40% chance that the golem being activated is destroyed, in addition to any other backfire results.

R. Special Knowledge Rituals
College of Shaping Magics**R-1. Ritual of Turning Stone to Flesh**

This ritual allows the Adept to turn one entity that has been turned to stone by enchanted creatures or magical means back into flesh. Only entities that are naturally living but have been turned to stone are affected by this ritual. Any clothing or other items that were turned to stone with a figure are restored to their normal state with that figure. The Base Chance of this ritual is 55% (+3/Rank), and the Experience Multiple is 200.

R-2. Ritual of Shaping Stone Golems

A Shaper may use this ritual to craft a golem of stone. The crafting requires a minimum of three months, and the use of a shop worth at least 40,000 Silver Pennies. The materials needed for this ritual cost 15,000 Silver Pennies. The golem is carved from a solid block of stone. Stone golems have the following characteristics:

Description: Stone golems are humanoid figures, 8 to 12 feet tall. Their bodies are the color and texture of the stone from which they are carved.

Talents, Skills, and Magic: A stone golem has no talents, skills, or magical abilities.

Movement Rate (Running): 100

PS: 20 plus Rank

MD: 5-13

AG: 3-9

EN: 20 plus Rank

FT: 27 plus $1.5 \times \text{Rank}$, rounded up

WP: 30

PC: 7-12



PB: 6-10

TMR: 2

NA: 5-7, depending on hardness of stone used.

The larger the golem, the lower the Manual Dexterity and Agility within the spans given. Only magical weapons can harm stone golems and any weapon that strikes a stone golem must be checked for breakage per normal breakage chance. Only magic that affects stone can have any effect on stone golems.

Weapons: Stone golems may use any weapons, but they never have any Rank. They may attack with their hands in Melee Combat with a Base Chance equal to their (Shaper's Rank $\times 4\%$), or in Close Combat with a Base Chance of $(50 + \text{Rank})\%$, doing $(1d10 - 3) + \text{Rank}$ damage either way.

Comments: Stone golems are basically mindless automatons, and can perform only simple tasks. Stone golems remain unanimated after their formation until the Spell of Animating Golems (S-5) is cast over them. They remain unanimated following their creation for any length of time without harmful effect. Once animated, a stone golem remains active for 3 hours (+30 minutes/Rank in R-2). At the end of this time, the golem becomes a stone

statue. It may be reanimated by S-5 any number of times, until it is destroyed (i.e. until the Special Knowledge Counterspell of Shaping Magics is cast over it, or until its Endurance is exhausted).

This ritual is automatic, but each week during the golem's construction there is a 1% chance of a shaping accident. If such an accident does occur, the GM should roll on the Shaping Accidents Table (91.4) to determine the effect.

R-3. Ritual of Shaping Iron Golems

A Shaper may use this ritual to cast a golem from iron. The casting requires a minimum of four months, and the use of a shop worth at least 50,000 Silver Pennies. The materials and laborers needed in the construction of a golem of this type cost 20,000 Silver Pennies. Iron golems have the following characteristics:

Description: Iron golems are humanoid figures of iron, standing between 6 and 10 feet tall. Gemstones are often used for their eyes. Weapons are often built into the arms of these golems as living parts of their bodies.

Talents, Skills, and Magic: Iron golems have a Rank 5 with any weapon built into them. Only magical weapons and spells affecting



metal can harm iron golems, and any weapons that strike them must be checked for breakage.

Movement Rate (Running): 100
PS: 40 plus 2xRank
MD: 7-12
AG: 5-10
MA: 0
EN: 35 plus 2xRank
FT: 40 plus 2xRank
WP: 40
PC: 7-12
PB: 8
TMR: 3
NA: 8

The larger the golem, the lower the Manual Dexterity and Agility within the ranges given.

Weapons: An iron golem may carry any weapon, but it only gains the bonus of Rank 5 with weapons with which it is cast. Such weapons can break, but they can never be dropped. Iron golems may use shields but can never wear armor. They may attack with their hands in Melee Combat with a base Chance equal to their $(40 + \text{Shaper's Rank})\%$, or in Close Combat with a Base Chance of $(55 + \text{Shaper's Rank})\%$, doing $(1d10 + \text{Shaper's Rank})$ damage either way.

Comments: Iron golems are mindless, killing automatons. They can perform only very simple commands, but become deadly fighters once in combat. Iron golems can never be stunned.

Once shaped, an iron golem is animated until the Spell of Animating Golems (S-5) is cast over it. They remain unanimated following their creation for any length of time without harmful effect. Once animated, an iron golem remains active for 1 hour (+15 minutes/Rank in R-3). After this time, the golem reverts to an iron statue. It may be reanimated by S-5 any number of times, until it is destroyed (i.e. until the Special Knowledge Counterspell of Shaping Magics is cast over it, or until its Endurance is exhausted).

This ritual is automatic, but each week during the iron golem's casting there is a 1% chance of a shaping accident. If such an accident does occur, the GM should roll on the Shaping Accidents Table (91.4) to determine the effect.

R-4. Ritual of Shaping Flesh Golems

This ritual may be used to form a golem from the parts of different corpses. The crafting requires at least six months, and all the pieces that are to go into the golem must be found

before the ritual can begin. A workshop costing at least 80,000 Silver Pennies must be available in order to fashion this creature. In addition to pieces of corpses, materials costing 20,000 Silver Pennies are needed for this ritual. An alchemist of at least Rank 8 must also be present throughout the ritual, the cost of whose hiring has not been included in the cost of materials. Flesh golems have the following characteristics:

Description: A flesh golem may be put together from different creatures within a species, or from any number of different species. For example, a troll could be fashioned with the brain of a human and the wings of a gargoyle; or an ogre could be made with the Physical Strength of one ogre (presumably a powerful one), the Endurance of another hardy one, and the brain of a bright ogre. Seams show wherever parts are sewn together and all flesh golems exude a horrible rotting odor.

Talents, Skills, and Magic: Flesh golems never retain any of the skills or spell-casting ability of the creatures from which they are made, but do retain any talent appropriate to the parts of the creature used. Thus a golem made with the eyes of a basilisk would be able to turn creatures to stone in the same manner as a normal basilisk.

Movement Rates: Variable, according to the golem's size and method(s) of locomotion.
PS: Average the Physical Strength of the creatures from which the golem's muscle tissues were taken.

MD: Average the Manual Dexterity of the creatures from which the golem's muscles and brain were taken.

AG: Average the Agility of the creatures from which the golem's muscles and brain were taken.

MA: None.

EN: Average the Endurance of the creatures from which the golem's muscles and internal organs were taken.

FT: As for Endurance, but the creature from which the golem's lungs were taken counts twice within the average.

WP: Add 10 to the Willpower of the creature from which the golem's brain was taken.

PC: Variable, depending on the quality of the eyes, ears, and mental abilities of the creatures that were used.

PB: Variable, but never more than 6.

TMR: Variable (depends on Agility, per 5.6 of the DRAGONQUEST® rules, and on the GM's discretion).

NA: Depends on the creatures from which the

golem's skin was taken.

Weapons: A flesh golem may use any natural weapons (such as claws or fangs) built into it, as well as any weapons that it can carry. Flesh golems have Rank in weapons equal to the Rank in weapons of the creature whose primary arm was used to construct the golem's primary arm. If a flesh golem has no primary arm, it may not have Rank in weapons.

Comments: The GM has to use discretion in allowing combinations of creatures. It would be absurd to allow a golem to be built with a dragon's head on the body of a wolf, or even on the body of a human—due to discrepancies in size, for instance. Flesh golems can be harmed by any sort of weapon or magic. Flesh golems need not be animated immediately following their creation, but each day that goes by before they are animated lowers the Base Chance of the Spell of Animating Golems (S-5) by 3. Once animated, a flesh golem will remain active until it is killed or dispelled (by the Special Knowledge Counterspell of Shaping Magics cast as a ritual). A flesh golem almost always (99%) obeys its creator, but the GM must determine the complexity of commands it is capable of executing based on the intelligence of the brain used to fashion the golem. The Experience Multiple for this ritual is 500. The ritual is automatic, but there is a 1% chance that an accident will occur each week during a flesh golem's creation. Roll on the Shaping Accidents Table (91.9) to determine the effects of an accident.

R-5. Ritual of Warding Demons

A Shaper may use this ritual to produce the shields described in Section 47 (the College of Greater Summonings) of the DRAGONQUEST rules. The Shaper's cost in Silver Pennies for materials, the amount of time needed, and the Rank needed with this ritual before a particular type of shield can be produced are as follows:

SHIELD	COST	MONTHS	MIN. RANK
Versus Dukes	3,000	3	0
Versus Princes	3,000	3	3
Versus Presidents	4,000	4	5
Versus Earls	5,000	4	7
Versus Marquis	7,000	5	9
Versus Kings	15,000	6	12

A Shaper must be assisted for one week out of each month by an Adept of the College of Greater Summonings who knows the ritual of summoning demons of the type the shield being manufactured wards against.



Any Adept may construct as many as Rank/3 (round up) shields of any one type simultaneously, so long as the materials for each are paid for at the rates described above.

The Experience Multiple for this ritual is 400. The ritual is automatic, but there is a 1% chance an accident will occur each week during the shield's creation. An accident results in a random demon (GM's discretion) being summoned to the Shaper's shop, the results of which are to be determined by the GM.

R-6. Ritual of Binding Investments

This ritual allows a Shaper to greatly increase the potency of the investment ritual, allowing an invested spell to be used an unlimited number of times. Thus if the Spell of Malignant Flames was invested in an object by the normal investment ritual, and R-6 was successfully cast over the object, the Spell of Malignant Flames could be cast from the item an unlimited number of times. Anyone using the item would still have to check to see if the spell goes off successfully each time it is used. The Base Chance for this ritual is 5% (+3/Rank), and the Experience Multiple is 500. A backfire while casting this spell results in the invested spell affecting the Shaper and any other Adepts who may be present.

R-7. Ritual of Containing Monsters

This ritual allows an Adept to contain within a receptacle any being except those listed in the College of Greater Summoning. The receptacle must first be prepared via Q-5, Q-6, Q-7, Q-8, Q-9, Q-10, or Q-11. The Shaping Index for a containment is 1200. Containment may be performed in conjunction with the bestowal of other abilities in an item without penalty. After an item has been prepared, the ritual is performed over it. The being to be contained must be present throughout the ritual, which it may both actively and passively resist. If the ritual is successful, the entity is contained within the item. If the ritual is unsuccessful, there is a 20% chance that the prepared receptacle has been ruined and may not be used for the containment. Otherwise, the ritual may be repeated. Essentially, the contained entity disappears from this plane. It may be released upon command of the wielder without question or regard for its own safety. The item's wielder may return a creature to the item by touching the item to the creature. An Adept of the College of Lesser Summonings must be present for 50% of the time of the preparation of the containing object (this college will be explained in detail in a future DQ product). The Shaping Index for this form of containment is 1800. The Base Chance for this ritual is 35% (+3/Rank), and

the Experience Multiple is 350.

R-8. Ritual of Containing Greater Summoning

This is a much more subtle version of R-7. It is performed in the same way, and has exactly the same effects, save that it operates on the creatures listed in the College of Greater Summonings (section 47) of the DRAGONQUEST® rules. A member of the College of Greater Summonings must be present throughout half of the ritual of preparing the containing item. The Shaping Index for this form of containment is 1800.

A demon must be bound before it can be contained within an item, and even then it may both actively and passively resist. Other creatures (such as devils and incubi) need not be bound, but they also have a chance to resist. Even once contained in an item, Greater Creatures often influence the item's wielder, making the item seem to have a will of its own. The item sometimes resists movement or becomes heavy, or makes the wielder attack some of his friends, or causes him to cast a wrong spell as if it has some enchantment in addition to the containment. In cases where the being contained in an item continues to resist in this manner, resistance is only effective if the Willpower of the individual wielding the item is less than or equal to the Willpower of the entity contained in the item. The Base Chance that an entity resists in a given situation is equal to 3xWillpower. The Base Chance for this ritual is 35% (+2/Rank), and the Experience Multiple is 500.

The Enchantment Binding Rituals

Following the completion of one of the Preparation Rituals (Q-5 through Q-11), an item has been prepared with certain abilities. Each ability with which an item was imbued must be bound into the item before that ability can be used. Only the Adept who performed the Preparation Ritual for an item may perform a Binding Ritual upon that item. An ability need not be bound into an item immediately following a Preparation Ritual, but the item cannot be used until the abilities contained within are bound.

Spells and magical talents may only be bound by the Binding Ritual pertaining to their College, while any other abilities may be bound by R-22. Each ability of any sort must be bound individually, however, even if more than one ability bestowed on an item is from the same College. If a particular Binding Ritual does not succeed, but the ability to be

bound is not lost, the Shaper may repeat the ritual and attempt to bind it again immediately after or at a later date. A Shaper may thus repeat the various Binding Rituals until all abilities capable of being bound within a prepared item have either been bound into it or lost. Each of the following Binding Rituals has a Base Chance of 50% (+2/Rank) and an Experience Multiple of 250.

R-9: Ritual of Binding Shaping Magics;

R-10: Ritual of Binding Ensorcelments and Enchantments;

R-11: Ritual of Binding Illusionary Magics;

R-12: Ritual of Binding Naming Magic;

R-13: Ritual of Binding Air Magics;

R-14: Ritual of Binding Water Magics;

R-15: Ritual of Binding Fire Magics;

R-16: Ritual of Binding Earth Magics;

R-17: Ritual of Binding Celestial Magics;

R-18: Ritual of Binding Black Magics;

R-19: Ritual of Binding Necromantic Conjurations;

R-20: Ritual of Binding Spells of Lesser Summonings;

R-21: Ritual of Binding Rune Magics;

R-22: Ritual of Binding Non-Magical Abilities.

R-23. Ritual of Naming Artifacts

This allows a Shaper, working with a Namer (who must be present during the entire ritual), to imbue an enchanted item with an Individual True Name. This works as a Ward, preventing usage of the item unless the wielder utters the True Name before each and every activation. Activation is defined as the use of the item in such a manner that its magical properties are called into play. Unlike a Ward, this magic cannot be dispelled by a Namer. The only way in which the Name may be taken away or changed is for the individual Shaper and Namer to perform the ritual successfully again over the item (and at the same phase of the moon as the original ritual); then they may rename or unname the item as they wish. This individual True Name becomes known to the Naming Demons, as do all Individual True Names. The Shaper or Namer cannot be forced to reveal the Name by any means. The ritual takes one hour to perform, and a diamond worth 5,000 Silver Pennies must be crushed during the ritual. The Base Chance is 50% (+5/Rank), and the Experience Multiple for the ritual is 100.



R-24. Ritual of Warding Artifacts by Magical Aptitude

This works as Ward R-23, except that Magical Aptitude is imbued into the item to prevent unwanted use. An Adept must be present with a Magical Aptitude at least equal to or greater than the Magical Aptitude desired. This may be the Shaper himself. As the ritual is performed, a Ward is imbued such that any entity whose Magical Aptitude is less than that imbued attempting to activate the item cannot use it, and in fact takes $[(1d10 - 4) + \text{Shaper's Rank}]$ points of damage directly to Endurance if the entity tries. The ritual takes three hours to perform, and a rubellite tourmaline worth 500 Silver Pennies must be crushed during the ritual. The Base Chance is $2 \times \text{Shaper's MA} (+3/\text{Rank})$, and the Experience Multiple is 150.

R-25. Ritual of Ancient Divination

Through this ritual, an Adept may discover what magic has been placed in an object which, because of the amount of time since enchantment, is beyond the capabilities of

Q-3. The ritual requires a stocked workshop worth at least 30,000 Silver Pennies and a Crystal of Vision from the College of Ensorcelments and Enchantments worth 4,000 Silver Pennies (this crystal is reusable). The Base Chance to determine the exact nature of each separate enchantment is the Adept's Magic Aptitudex2 ($+5/\text{Rank}$). Five is subtracted for each decade since the item was enchanted. Each enchantment is revealed individually, and therefore an item which had six different enchantments placed on it would need at least six distinct rituals, which may have different Cast Chances (due to the possibly differing ages of each enchantment). The ritual takes six hours, and if the ritual backfires, the Crystal of Vision is destroyed, and the Adept suffers Endurance damage equal to the Endurance cost (if any) to shape the item. The Experience Multiple is 450.

91.2 Magic Item Creation Table

Shaping Index	Time	Cost	Endurance Cost
01-50	2 months	2	—
51-125	2 months	3	—
126-200	2 months	4	—
201-300	2 months	5	—
301-400	2 months	6	1
401-500	3 months	7	1
501-600	4 months	8	1
601-750	5 months	10	2
751-900	6 months	20	2
901-1100	7 months	30	3
1101-1400	8 months	40	4
1401-1700	9 months	50	5
1701-2000	11 months	75	6
2001-2500	1 year	100	7
2501-3000	2 years	200	8
3001-4000	3 years	400	10
4001 +	5 years	500	20*

* A minimum of 20 Endurance Points must be lost and in addition, the Shaper becomes a Spectre at the completion (successful or not) of the binding rituals.

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by Paul Jaquays

SCANNED BY: JACK D. KNIGHT

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TSR, Inc.
POB 756
Lake Geneva,
WI 53147 U.S.A.

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

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